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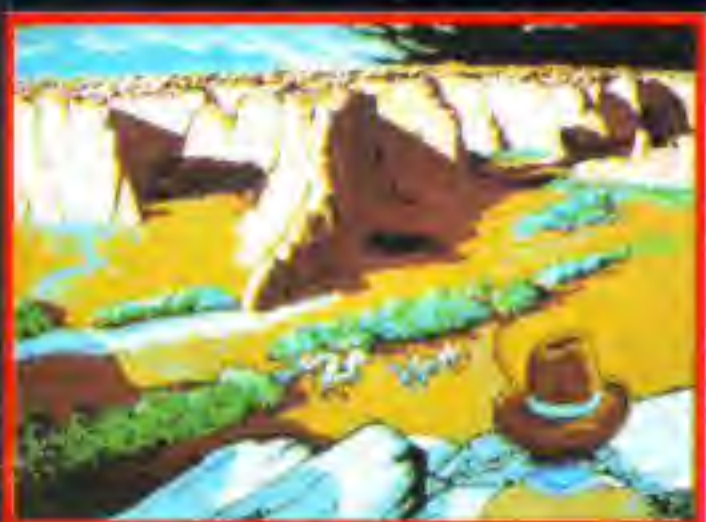


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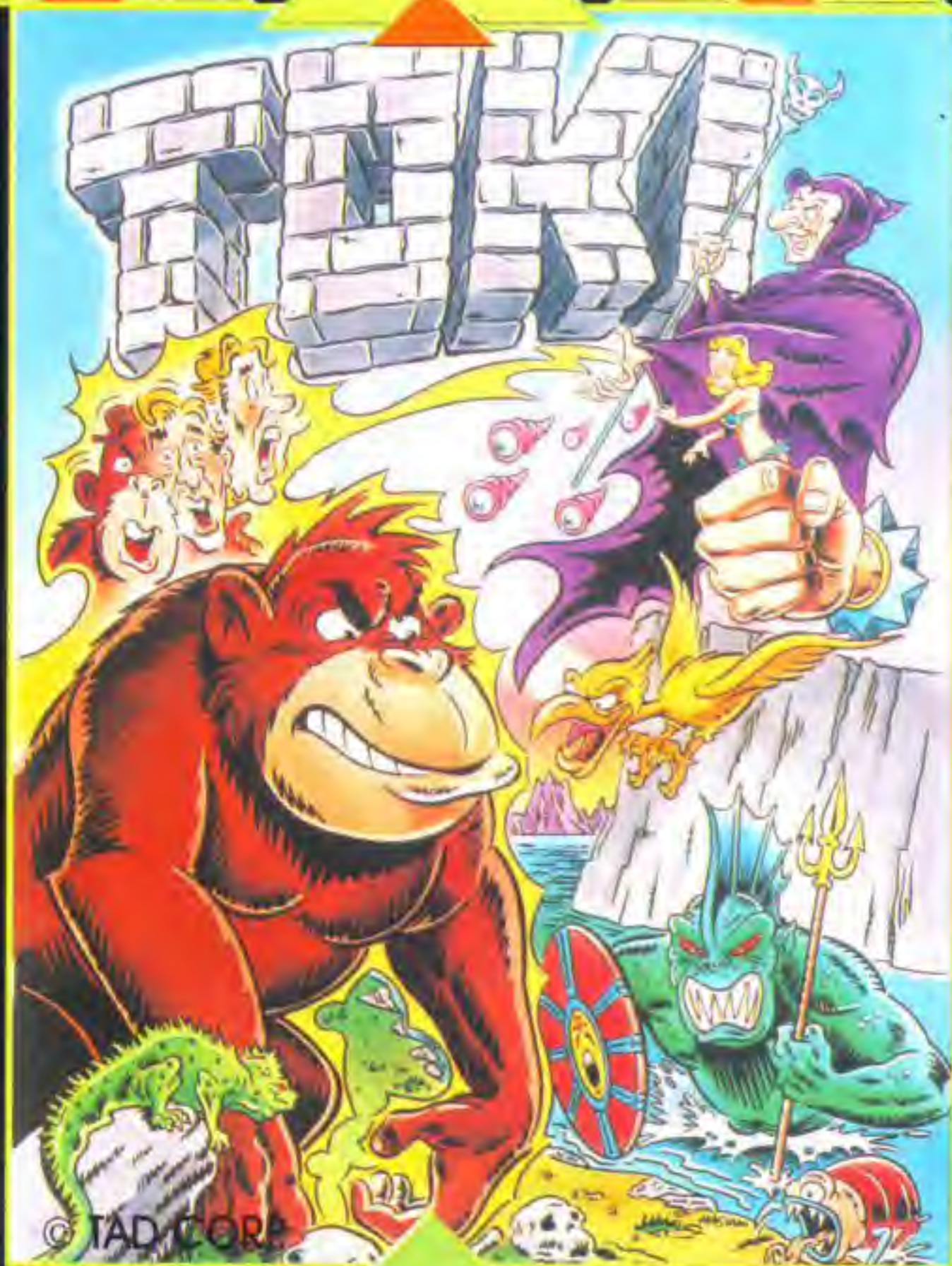
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HeroQuest © 1990 Milton Bradley Ltd

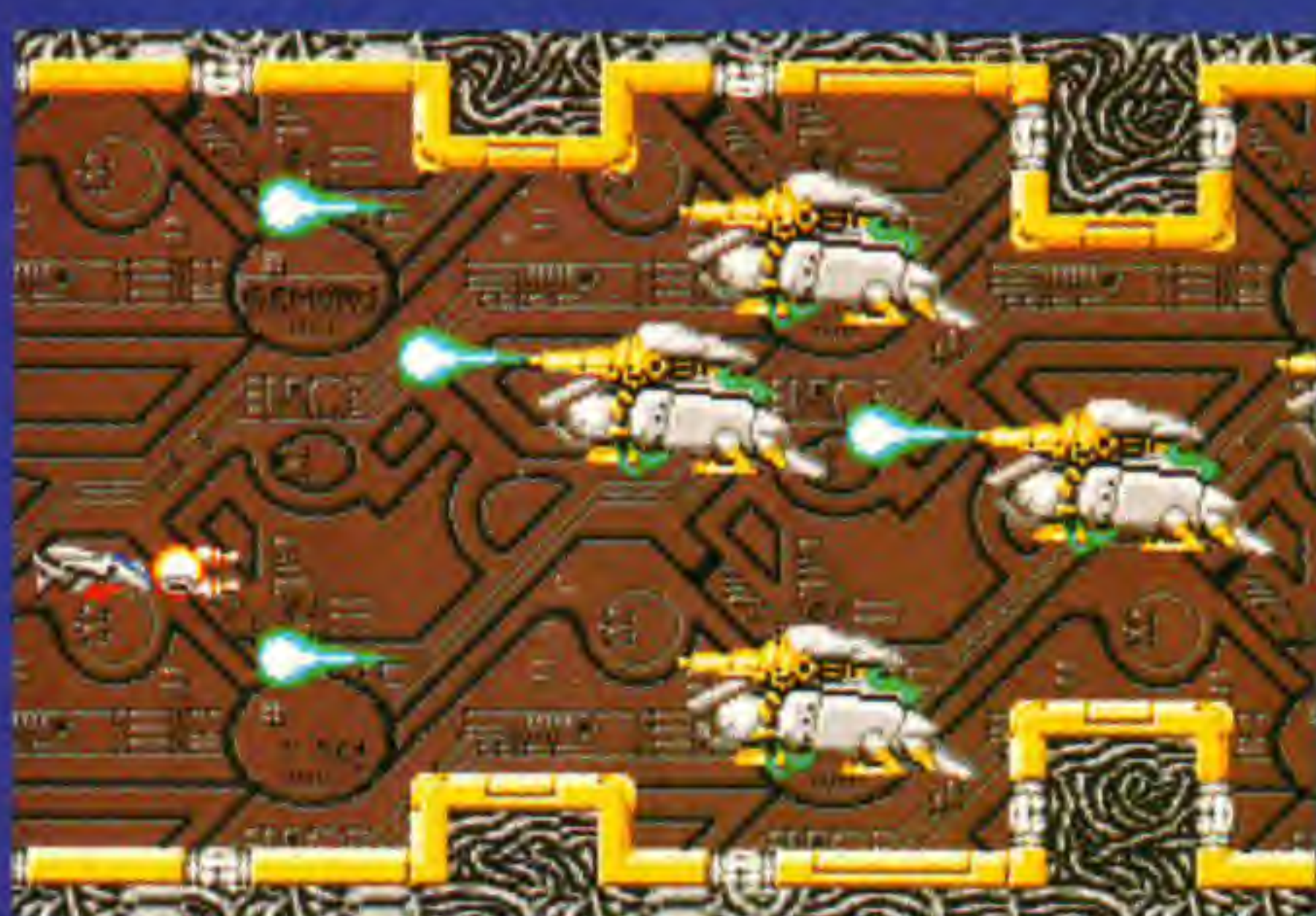
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# Action Packed!



## News .....4

Up to the moment news on what's happening in the Amiga scene. We preview soon-to-be-released games and give you the lowdown on their development.



## Super Leagues .....10

We've compiled the most informative set of games charts that you could ever hope to see. If there's a game that you require then look no further.



## Action Coverdisk .....13

A fine collection of demos graces our coverdisk. Disk 10 features two levels of the excellent R-Type II from Activision while disk 11 contains fully playable demos of Amnios from Psygnosis and Logical from Rainbow Arts.



## Warzone Compo .....18

What a prize we have for you this month. You will have noticed the excellent artwork on the cover of this issue. We thought we would put this treasured masterpiece up for grabs but you're going to have to solve an easy puzzle first.



## Boggit's Domain .....21

B is for Brash and O is for Old. G is for Gruesome and G is for Gold. I is the inking you'll get now and then. From T the tales that come from his pen.



## Diary of a Game .....52

After a rest of one month, Peter Turcan is back with the second exciting installment of his detailed account which follows the development of Dreadnoughts.



## Demos .....60

The PD world has been extremely busy lately and it seems that there's more stuff out there than we can print. Still, you can guarantee that Pete will do his best.



## Giving the Game Away .....67

The GTGA section just gets better and better. This month we give you help with the incredible Supercars 2, Hero Quest and SWIV as well as the Small Tips page.



## Talk Back .....86

Pete always has something to say so we thought it best to give him the Letters page. Any queries or praises (no complaints please) send them along to him.



## Tech - Spec .....99

Paul Austin settles himself into his new job and thanks the Lord he's working for a decent Amiga mag at last. Only joking. This month, Paul takes you through the startup-sequence and its many diversities.



## Late Kick Off .....100

To cover those games that didn't quite make the issue deadline we offer you a little summary just to whet your appetite. If we believe that they deserve another more in-depth review they will be given the full treatment in the next issue.

The games that appear in this issue's Late Kick Off are:

Toki, Super Skweek, Cadaver: The Pay Off, Arnhem, Disc, Wreckers, Full Contact, Wonderland, ProFlight, Deuteros





# SIDE LINERS

## THE ULTIMATE PD

As an exclusive offering to Amiga Action readers, Ultimate PD are giving away a free catalogue disk with a demo. If you are interested send your name and address with a first class stamp to: Ultimate PD, 44 Ffestinog Road, Gabalfa, Cardiff, CF4 20S.

## C H A O S



On-Line entertainment are just adding the finishing touches to a game entitled Chaos In Andromeda. It is set in the future in a role-playing environment and features a massive play area.

Up to four different players can take part in the quest which takes place in the chaotic land of Andromeda where monsters roam free and death is an everyday occurrence. The price tag will be £24.99



## NEWSFLASH!

Recently the Amiga Action editorial team payed a visit to the Great Wood where we found the Boggit fishing in one of the ponds surrounding his tree. On closer inspection we realised that he was in fact jotting down notes in a book, which he revealed was a storybook he was writing entitled, appropriately enough, Boggit's Domain.

He wouldn't tell us any more and hurried us along but we will be visiting him again to try and gain more information about this masterpiece.

Hopefully we will be able to report more in the next Boggit's Domain feature.

NEWS

# AN OWL AND BARBARIAN

Psygnosis' Barbarian continues to keep audiences enthralled with its animated characters, atmospheric sound effects and depth of play. And even today, some four years since its initial release, it still looks good!

Now Psygnosis bring Hegor screaming into the 90s. Before the demonic dust can settle in Necron's dark and dingy dungeons, his minions chant iniquitous incantations in an effort to bring their slain leader back to life.

You, as Hegor the barbarian, must drag yourself from your comfortable life of wine, women and chickens to once again face the magical malevolence of Necron.

Beginning in the village of Thelston, you must fight your way through a barbaric land, dodging deadly traps and dealing with dastardly enemies, before entering the final conflict with Necron deep in



his temple sanctuary. Only when you have destroyed the Necromancer can you put a stop to the evil that is slowly corrupting the land.

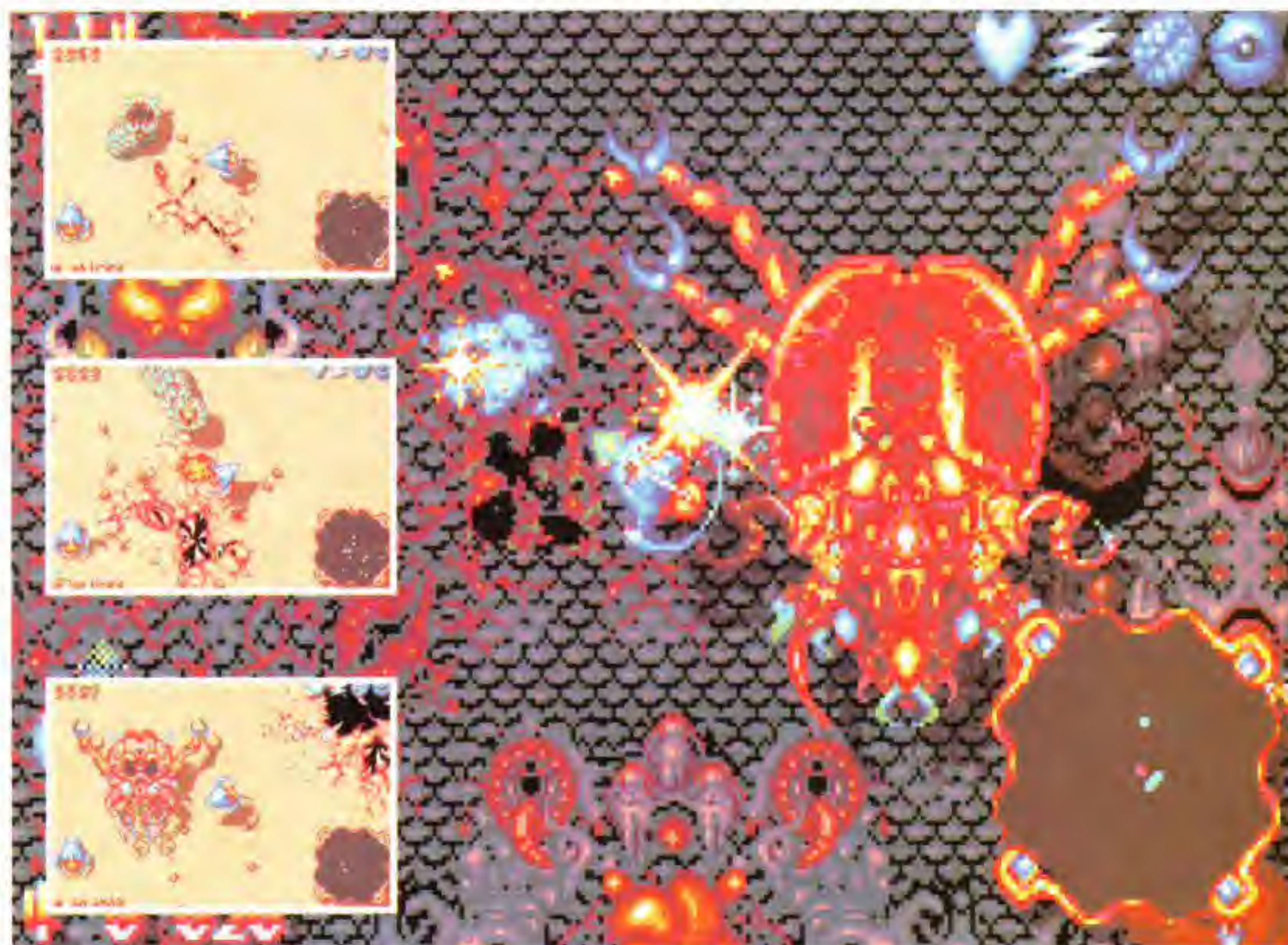
Due for an Autumn release, Barbarian II will be available for the Amiga at a cost of £25.99.

Also coming from Psygnosis in July is Amnios, a fantastic shoot 'em-up with some of the most creative graphics ever seen. As with all psygnosis releases there is a complex story-line which enhances the atmosphere.

In Amnios, you control a tiny ship which you must use to fight your way through each of 10 deadly living worlds trying to either destroy the planet's vital organs (?) or rescue a given number of encapsulated humanoids.

As a defence, each planet dispatches hordes of Biobeings to put an end to your fight for freedom. However, destroying certain organs will effect the number and style of the Biobeing's attack formations.

From what we've seen, Amnios looks to be a sure winner and continues the high trend that has been set by Psygnosis. The price will be £25.99.





# WAR ZONE



The year is 1999. World peace is being threatened by an unknown enemy force. You and your accomplice have been chosen to lead an allied attack which will take you through eight different scenarios.

War zone can be played by two players simultaneously, or as a single player game. The two player game centres around the interaction between both players, developing a need for team work and a 'cover my back' style of strategy.



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# SIDE LINERS

## KEEPING ON PAR

Yet another golf game for the Amiga. Challenge Golf from On-Line Entertainment looks very special from the screenshots. Up to four players can participate from four complete 18-hole courses including Negativeland in Japan, Soto Grande in Spain and Merion and Banff Springs in USA.

Challenge Golf features a handicapping system, hall of fame, full club selection and professional or amateur levels of play. All the courses are represented in glorious 3D with good use of colour and perspective.

Hopefully we will have a review next month. The retail price for Challenge Golf will be £24.99.



## SEE YA IN SEPTEMBER

Ubisoft will be releasing two compilation packs for the Amiga during the summer months. These will be titled Magnum and The Winning Five.

Magnum will include the hits RVF Honda, Pro Tennis Tour, Oriental Games, Satan and After The War. The Winning Five will be made up of Iron Lord, Night Hunter, Twin World, Puffy's Saga and Sir Fred.

Magnum will retail for £26.99 while The Winning Five will cost you £29.99.



Ubisoft's hit, Pro Tennis Tour, is just one of the excellent products on compilation.

006  
AMIGA  
ACTION

NEWS

# TIME FOR AN UPGRADE!



Although Team 17 are relatively new to the software industry, they seem set to make quite a name for themselves. With the release soon of the excellent Alien Breed, they have now taken the giant leap into 1Meg computer games.

Perfick will be their next release after Alien Breed and tells of a futuristic land battle-scarred by alien invaders. You must take on these evils in your spaceship and destroy them before the planet suffers the same fate. The game looks very similar to most shoot 'em-ups but you can be sure that there will



be plenty more.

Unfortunately, the game will be for 1Meg owners only. So what do you get for your extra memory? Well, the graphics look outstanding and animation promises to be spectacular. Although the graphics we are previewing here are only static

they looked very atmospheric and original.

If you haven't got a 1Meg upgrade this could be the time to get one for your Amiga! No release date or price as of yet but expect to see the product sometime later on in the year.

# FLYING HIGH

After their incredible success of the last year, Gremlin Graphics look set to continue this trend with the release of Pegasus.

In the game, you play a knight who must fight his way through several levels of pure mayhem. This knight is armed with a powerful sword that will cleave the heads of even the most evil of enemies. However, some of the locations on the way are inaccessible by land so you must call on your gallant horse, Pegasus. But Pegasus isn't like

any ordinary horse - he is the one with wings. Unfortunately, the enemy has prepared itself for this little enhancement and has taken to the skies to thwart your mission.

Pegasus is basically a shoot 'em-up but features some very tasty looking graphics and excellent gameplay. Animation on the characters is excellent especially the horse after which the game is named. It is obvious that a great deal of care has been taken.

Gremlin promise lots of other extras which we have not seen yet so this one should be a surprise for all us but if Gremlin are consistent it looks set to be a big hit.

We have no firm release date or price but we will keep you informed of any developments. We expect to see Pegasus within the next two months.



Armed only with his sword and his trusty steed Pegasus, our heroic knight must fight his way through several levels of nasty enemies. Even when he takes to the air the alien hordes still attack him in great numbers. The only way to end their trouble some ways is for him to destroy them with his mighty sword. And even then, more will come.





© 1991 Palace Software



# SIDE LINERS

## FINAL FIGHT

By the time you read this news item there should hopefully be an in progress article on Final Fight from US Gold within this magazine.

Final Fight tells the story of a young girl who is kidnapped by a terrorist gang and held for ransom. Her father, the mayor of the city, her boyfriend and a friend take off together to defeat the gang and rescue the young girl.

The Amiga version is looking extremely promising and is very close to the arcade machine. The screenshots below are taken from the arcade conversion but we can report that there isn't much difference between it and the Amiga version. We'll have more to show you in next month's issue.



## THE JETPACK

Product 2000 have just released pictures of their latest range of joysticks.

Each has been specifically designed for different genres of games and should therefore appeal to a wide range of game-players.

If you require any further information such as prices you can contact Product 2000 on 081 644 0033.



# A VISION OF THE FUTURE

Activision have been very busy lately and have suddenly swamped the software market with a veritable array of titles that look set to make quite an impression.

First up is Shanghai II, sequel to the highly successful Shanghai. It features new tiles, animation and sound effects as well as the added challenge of Dragon's Eye, an entirely new game where only the best earn the right to play.

Shanghai II also features a tile editor which will allow players to create their own layouts. The game will hopefully be available in September with a suggested price tag of £34.99.

From the arcades comes Beast



Busters which features seven levels in which a variety of strange beasts attack the player. The levels comprise a subway in section one, the underground tunnel, the open elevator, a derelict street and the final confrontation with all the guardians and the big professor in a space ship.



Each level will have an end guardian who will provide quite a challenge to even the most experienced of players. It can be played with one or two players.

Beast Busters is due for release in July with a retail price of £25.99. So remember to keep your eyes peeled!



## A MYTH IN THE MAKING



From the quality of the screenshots provided, System 3 have obviously spent a great deal of time with Myth, a story of magic and sorcery.

It tells the story of a warrior who must battle his way through several levels filled with demonic gods and magical mysteries. You play the chosen one who must end the evil that has taken over your

land and stop the evil hordes from wrecking havoc and destruction. There are several levels to the game and each one promises to be better than the last.

You must leap around the levels slaying the evil creatures and defeating the end-of-level guardians before they can secure your destruction. The animation is superb and some of the enemy

creatures have to be seen to be believed.

System 3 promise an intro sequence never before witnessed on the Amiga so we should all be in for quite a treat.

Unfortunately, we have no price or release date as of yet but we're pretty certain that you can expect to see the game within the next three months.



# HYDRA™

In the 21st century, you have to fight fire with fire. Nothing is safe from vicious terrorists who rule the skies and the seas. When an ultra-sensitive top secret package absolutely, positively has to get through, there's only one man for the job - YOU! Code name: HYDRA.

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## TENGEN

The Name in Coin-Op Conversions

Available on Amiga, Atari ST, Commodore 64, Spectrum & Amstrad.  
Programmed by Ice Software. © 1991 Tengen Inc. All rights reserved.  
Atari Games Corp. Published by Domark Software Ltd. Ferry House,  
51-57 Lacy Road, London SW15 1PR. Tel: +44 (0)81 780 2224.  
Amiga Screenshots

ICE  
SOFTWARE

## DOMARK



# The Amiga Action

A - These games have been awarded an **Accolade** for outstanding impact within their allocated league.

R - These games have been Recommended as they are definitely a good buy, but not quite Accolade standard.

## ADVENTURE



The Adventure League contains all those games that are played by inputting text commands.

- 1 Indiana Jones, Last Crusade A
- 2 Secret of Monkey Island A
- 3 Space Quest series A
- 4 Leisure Suit Larry series A
- 5 King's Quest series A
- 6 Maniac Mansion A
- 7 Elvira - Mistress of the Dark A
- 8 Trial by Fire A
- 9 Operation Stealth A
- 10 Zak McKracken A
- 11 Zork Trilogy A
- 12 Hitchhikers Guide to the Galaxy R
- 13 Planetfall R
- 14 Guild of Thieves R
- 15 Demoniak R
- 16 Stationfall R
- 17 Codename: Iceman R
- 18 Conquests of Camelot R
- 19 Lurking Horror R
- 20 Future Wars R
- 21 Ultima series R
- 22 Police Quest series R
- 23 Loom R
- 24 Manhunter series R
- 25 Deja-Vu 1 & 2 R
- 26 Shogun R
- 27 Spellbreaker R
- 28 Wishbringer R
- 29 Chronoquest series R
- 30 Enchanter R
- 31 Sorcerer R
- 32 Beyond Zork R
- 33 Zork Zero R
- 34 Suspect R
- 35 Beurocracy R
- 36 Deadline R
- 37 Time R
- 38 Infidel R
- 39 Corruption R
- 40 Fish R
- 41 Jinxter R
- 42 The Pawn R
- 43 Suspended R
- 44 Leather Goddesses of Phobos R
- 45 Times of Lore R
- 46 Colonel's Bequest R
- 47 Goldrush! R
- 48 Starcross R
- 49 Hollywood Hi-jinx R
- 50 Trinity R

## ARCADE ADVENTURE



This league contains games that, although adventures, are very graphical and do not rely on text input.

- 1 Dungeon Master A
- 2 Chaos Strikes Back A
- 3 Captive A
- 4 Cybercon III A
- 5 Hunter A
- 6 Corporation & Mission Disk A
- 7 Eye of the Beholder A
- 8 Cadaver A
- 9 Hero Quest A
- 10 Xenomorph A
- 11 Rocket Ranger A
- 12 It Came... & Ant Head A
- 13 Horror Zombies from the Crypt A
- 14 Unreal A
- 15 Kult A
- 16 Mean Streets A
- 17 Shadow of the Beast II A
- 18 Prince of Persia A
- 19 Obitus A
- 20 Crystals of Arborea A
- 21 Voodoo Nightmare A
- 22 Zombi A
- 23 Ninja Remix A
- 24 Colorado A
- 25 Bloodwych & Data Disks A
- 26 Gold of the Aztecs A
- 27 Escape from Colditz R
- 28 Shadow of the Beast R
- 29 B.A.T. R
- 30 Death Trap R
- 31 Treasure Trap R
- 32 The Immortal R
- 33 Infestation R
- 34 Resolution 101 R
- 35 Neuromancer R
- 36 Ran Xerox R
- 37 Batman - The Caped Crusader R
- 38 Wierd Dreams R
- 39 Sir Fred R
- 40 Heroes of the Lance R
- 41 Stormlord R
- 42 Thunderbirds R
- 43 Ghostbusters 2 R
- 44 Nightbreed (Interactive) R
- 45 Omnicron Conspiracy R
- 46 Badlands Pete R
- 47 Space Ace R
- 48 Dragon's Lair 2 R
- 49 Singe's Castle R
- 50 Dragon's Lair R

## ARCADE STRATEGY



The Arcade Strategy League is made up of games that contain action elements as well as strategy.

- 1 Elita A
- 2 Armour-Geddon A
- 3 Midwinter A
- 4 Starglider 2 A
- 5 The Killing Cloud A
- 6 Interphase A
- 7 Dragon's Breath A
- 8 Iron Lord A
- 9 Pirates A
- 10 Millenium 2.2 A
- 11 Damocles & Mission Disk A
- 12 Lords of the Rising Sun A
- 13 North and South A
- 14 Narco Police R
- 15 Star Control R
- 16 Moonfall R
- 17 Time Machine R
- 18 Magic Fly R
- 19 Starflight R
- 20 Space Rogue R
- 21 Eco Phantom R
- 22 Swords and Galleons R
- 23 Carthage R
- 24 Lost Patrol R
- 25 Murders in Space R

## STRATEGY



Games that require a great deal of tactical planning are all contained within the Strategy League.

- 1 Powermonger A
- 2 Genghis Khan A
- 3 SimCity & Terrain Editor A
- 4 Supremacy A
- 5 Bandit Kings of Ancient China A
- 6 Populous & Promised Lands A
- 7 Railroad Tycoon A
- 8 Centurion - Defender of Rome A
- 9 Breach 2 A
- 10 Harpoon A
- 11 Murder A
- 12 Laser Squad A
- 13 Breach A
- 14 Paladin A
- 15 Warlords A
- 16 Gettysburg A
- 17 Armada A
- 18 Borodino A
- 19 Risk A
- 20 Battlemaster A
- 21 Battle Chess A
- 22 Lords of Chaos R
- 23 Hill Street Blues R
- 24 Gold of the Americas R
- 25 Tower of Babel R

## PLATFORM



The Platform League encompasses all games that require you to leap from platform to platform.

- 1 Gods A
- 2 Switchblade 2 A
- 3 James Pond A
- 4 Rainbow Islands A
- 5 Switchblade A
- 6 Rick Dangerous 1 & 2 A
- 7 Chuck Rock A
- 8 Brat A
- 9 Flood A
- 10 New Zealand Story A
- 11 Viking Child A
- 12 Night Shift A
- 13 Ghouls'n'Ghosts A
- 14 Edd the Duck R
- 15 Kid Gloves R
- 16 Car - Vup R
- 17 Impossamole R
- 18 The Amazing Spiderman R
- 19 Batman - The Movie R
- 20 Strider R
- 21 Axel's Magic Hammer R
- 22 Mighty Bombjack R
- 23 Fire and Brimstone R
- 24 Super Wonderboy R
- 25 Onslaught R

## PUZZLE & QUIZ



If it's a brain teaser that you're after then take a browse through the Puzzle & Quiz League.

- 1 Lemmings A
- 2 Chips Challenge A
- 3 Pipemania A
- 4 Klax A
- 5 Tetris A
- 6 Blockout A
- 7 Welltris A
- 8 Ishido A
- 9 Puzznic A
- 10 Nevermind A
- 11 E-Motion A
- 12 Trivial Pursuit A
- 13 Gem'X R
- 14 Atomix R
- 15 Revelations R
- 16 Pick'n'Pile R
- 17 Quadrel R
- 18 Loopz R
- 19 Spindizzy Worlds R
- 20 Jumping Jackson R
- 21 Clown'o'Mania R
- 22 Scrabble R
- 23 Manix R
- 24 Manic Marble R
- 25 Boulderdash R



# Super League



## BEAT 'EM-UP



Contains all those games that require you to kick hell out of your enemy and generally be very violent.

- 1 IK+
- 2 Torvak the Warrior
- 3 Budokan
- 4 Panza Kick Boxing
- 5 Oriental Games
- 6 After the War
- 7 Golden Axe
- 8 Vigilante
- 9 Ninja Warriors
- 10 Wrath of the Demon
- 11 Shadow Warriors
- 12 Sword of the Sodor
- 13 Metal Mutant
- 14 Chambers of Shaolin
- 15 Metal Masters
- 16 Black Tiger
- 17 Skull and Crossbones
- 18 Dynasty Wars
- 19 Full Contact
- 20 TMHT
- 21 Nightbreed (Arcade)
- 22 Rogue Trooper
- 23 Double Dragon II
- 24 Last Ninja 2
- 25 Ivanhoe

## BAT 'N' BALL



If rebounding a projectile off a bat excites you then the Bat 'n' Ball League is the place to look.

- 1 Arkanoid 2 - Revenge of Doh
- 2 Light Corridor
- 3 Shufflepuck Cafe
- 4 Arkanoid
- 5 Krypton Egg
- 6 Lords of War
- 7 Botics
- 8 Titan
- 9 Ballistix
- 10 Impact

## LAND & SEA SIMULATORS



Any simulation of a ground vehicle or sea vessel is contained in the Land & Sea Simulators League.

- 1 M1 Tank Platoon
- 2 Team Yankee
- 3 Silent Service
- 4 Sherman M4
- 5 Operation Spruance
- 6 Conqueror
- 7 Advanced Destroyer Simulator
- 8 Red Storm Rising
- 9 688 Attack Sub
- 10 Carrier Command

## SHOOT 'EM-UP



A shoot 'em-up consists of plenty of enemy and bucketfuls of blasting everything in sight.

- 1 Xenon 2 - Megablast
- 2 Blood Money
- 3 Swiv
- 4 Killing Game Show
- 5 Z-Out
- 6 Turricon 2
- 7 X-Out
- 8 Turricon
- 9 Silkworm
- 10 Warzone
- 11 Atomic Robo-Kid
- 12 Simulcra
- 13 Strider II
- 14 Stellar 7
- 15 Battle Squadron
- 16 R-Type
- 17 Venus
- 18 Midnight Resistance
- 19 R-Type II
- 20 Mercs
- 21 Line of Fire
- 22 Operation Wolf
- 23 Shadow Dancer
- 24 Battlestorm
- 25 Robocop 2
- 26 Baal
- 27 Operation Thunderbolt
- 28 Warlock the Avenger
- 29 Xenon
- 30 Anarchy
- 31 StarRay
- 32 Predator II
- 33 Escape From Robot Monsters
- 34 The Spy Who Loved me
- 35 Total Recall
- 36 Back to the Future 3
- 37 Menace
- 38 Saint Dragon
- 39 U.N. Squadron
- 40 Vaxine
- 41 Dan Dare II
- 42 Monty Python's Flying Circus
- 43 Starglider
- 44 Dragonstrike
- 45 Defender II
- 46 Eswat
- 47 Robocop
- 48 Mystical
- 49 Eliminator
- 50 P-47

## FLIGHT SIMULATORS



Any game that simulates aerial combat, whether it be in a helicopter, fighter plane or bomber.

- 1 Flight of the Intruder
- 2 Falcon & Mission disks 1 & 2
- 3 F-19 Stealth Fighter
- 4 Battle of Britain
- 5 Fighter Bomber
- 6 Battlehawks 1942
- 7 F-16 Combat Pilot
- 8 Gunship
- 9 Interceptor
- 10 Flight Simulator 2
- 11 MiG - 29 Fulcrum
- 12 A-10 Tank Killer
- 13 F-29 Retaliator
- 14 Tower Fra
- 15 Wings
- 16 Skychase
- 17 F-15 Strike Eagle
- 18 ATF II
- 19 Chuck Yeager
- 20 Strike Force Harrier1

## RACING



If it's hairing around a race track at over 100mph that turns you on then look no further.

- 1 Supercars 2
- 2 Stunt Car Racer
- 3 Lotus Esprit Turbo Challenge
- 4 Team Suzuki
- 5 Toyota Rally
- 6 Nitro
- 7 Super Cars
- 8 Indianapolis 500
- 9 Super Monaco GP
- 10 Test Drive 2
- 11 Lombard RAC Rally
- 12 Super Hang-On
- 13 Combo Racer
- 14 Hard Drivin' II
- 15 Jupiter's Masterdrive
- 16 Off Road Racer
- 17 Badlands
- 18 RVF Honda
- 19 Grand Prix Circuit
- 20 Turbo Outrun
- 21 Hard Drivin'
- 22 The Cycles
- 23 Chase HQ 2
- 24 Powerdrome
- 25 Overlander

## ROLE PLAYING



RPGs are defined as games that allow you to design the attributes of the character under your control.

- 1 Might and Magic II
- 2 Champions of Krynn
- 3 Bard's Tale II
- 4 Star Flight
- 5 Legend of Faerghail
- 6 Buck Rogers
- 7 Mega Traveller 1
- 8 Dragon Wars
- 9 Drakkhen
- 10 Azure Bonds

## SPORTS SIMULATORS



Whether it be football, tennis, snooker, golf, basketball or any other sport, this is the league for you.

- 1 Kick Off 2
- 2 Speedball 2
- 3 Speedball
- 4 TV Sports Football
- 5 Pro Tennis Tour 2
- 6 Tennis Cup
- 7 Games: Summer Edition
- 8 PGA Tour Golf
- 9 Master Blazer
- 10 California Games
- 11 Microprose Soccer
- 12 Fiendish Freddy's Top of Fun
- 13 World Class Leaderboard
- 14 International Soccer Challenge
- 15 TV Sports Basketball
- 16 Pro Tennis Tour
- 17 Jahangir Khan Squash
- 18 Grand Monster Slam
- 19 Zany Golf
- 20 World Games
- 21 Projectyle
- 22 Purple Saturn Day
- 23 Stormball
- 24 Italy 1990
- 25 I Play 3D Soccer
- 26 World Championship Soccer
- 27 Steve Davis Snooker
- 28 Football Manager 2
- 29 Jack Nicklaus Golf
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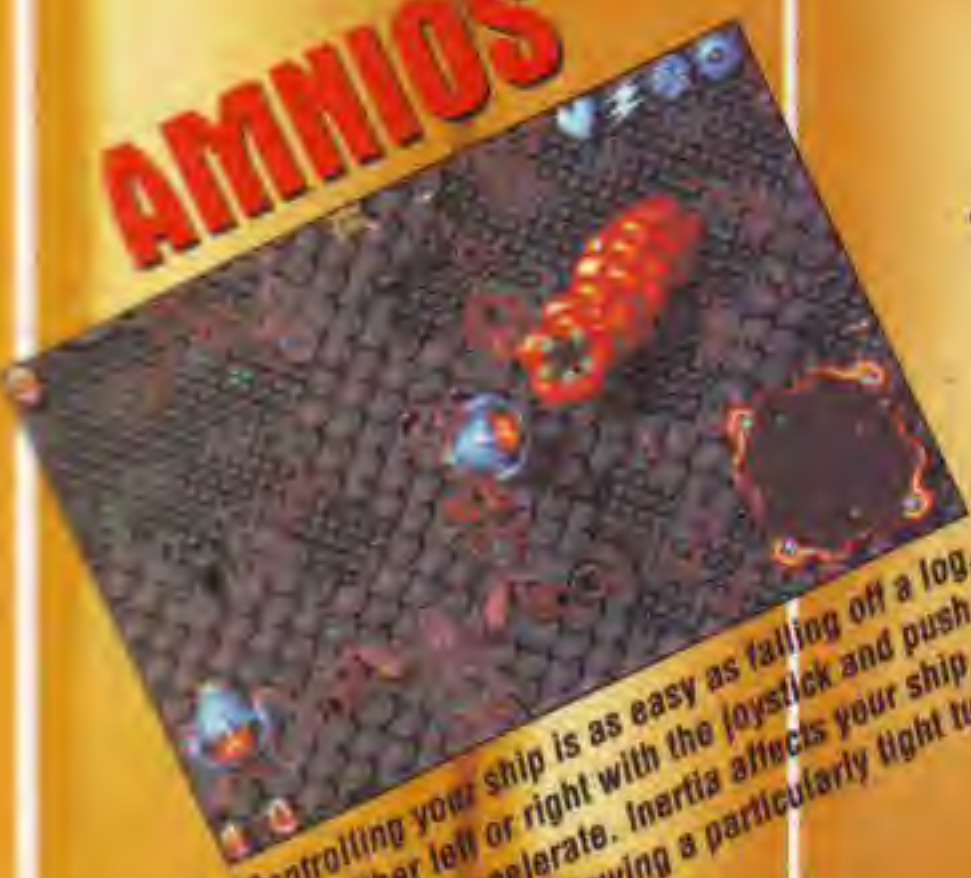
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# Go for Gold!

## AMNIOS



Controlling your ship is as easy as falling off a log. Turn either left or right with the joystick and push forwards to accelerate. Inertia affects your ship and it will slide following a particularly tight turn.

## R-TYPE II



The power beam is ideal for taking out the large guardians. Simply hold down the fire button until the beam indicator is full and then release.

## LOGICAL



Before you start a level you can take a while to get familiar with its layout. This is quite important because when the action starts you need to know what you're doing.

Once again, Amiga Action had made unprecedented progress with its coverdisk demos. On disk 10 we have a massive playable demo of R-Type II from Activision while disk 11 includes Amnios from Psygnosis and Logical from Rainbow Arts.

## R-TYPE II

The sequel to one of the most exciting shoot 'em-ups to ever hit the home computer is here, and we've a massive demo to whet your appetite. R-Type II takes the

original concept further with six levels of pure mayhem, two of which are on the coverdisk. So read on, insert your disk and get ready for a furious blast up.

## AMNIOS

In the centre of the universe lurks a being of immense proportions. Feeding on the very material of space and time it grows and mutates eternally. With this mega

demo from Psygnosis you can climb into a big spaceship and show it who is boss. Amnios is a rootin', tootin' blast 'em-up that is action all the way.

## LOGICAL

Shoot 'em-ups are all very well, but have you got the brain power to complete a real hard puzzle? But don't think you're going to get away with anything because

you're going to need lightning reactions to keep up with the furious action. Sample this Logical demo and test your brain's logic to the utmost.

## HELP IS AT HAND

If you are having trouble with either of your cover disks place the offending article in a sturdy envelope and send it to:

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# Worth its

# R-TYPE II

The original R-Type was an excellent conversion on the Amiga and following its release in the arcades, the game design and the revolutionary weapon systems were copied time and time again. If you browse through any computer shop or magazine, you'll find a number of horizontally scrolling shoot 'em-ups, in which you are required to progress through several levels of action and bolt-on various weapon systems.

Not to be outdone by all the clones, Activision have teamed up with Arc developments to hopefully produce something that even betters the original R-Type.

The storyline remains very similar to the first, with the evil Bydo empire making its return. Most people thought the empire was too weak to reform, but its power and destructive capabilities were seriously underestimated. Once again, the trusty R-9 fighter must be called upon, to go on a lone mission in an attempt to liberate the universe for the second time.

Armed only with the powerful capabilities of the beam and the rapid fire single shot laser, you must power the R-9 through five levels of alien infested landscapes. However, you're not limited to just those weapons, as all the original bolt-ons and several prototype weapons can be picked up and used to your advantage. Obviously though, if you lose a life, the weapons are completely destroyed so you'll have to begin collecting again.

As is now the norm for this style game, you'll encounter a number of end-of-level guardians. To destroy each one, you'll have to learn a different strategy, but the general idea is to hit them as many times as

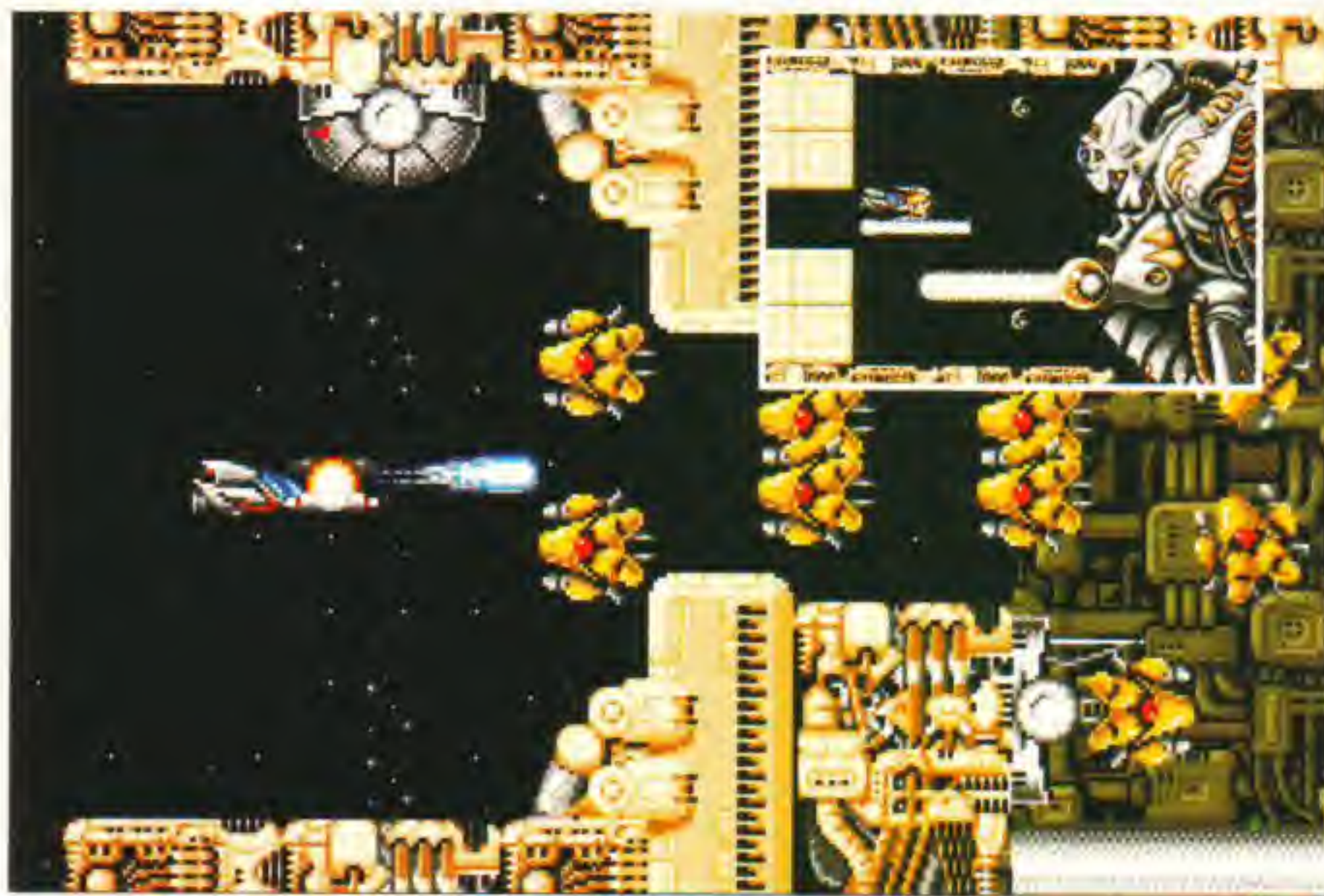


possible using the most powerful weapons you can lay your hands on.

With the mission firmly fixed in your mind, it's time to load the coverdisk and take to the skies behind the controls of the legendary R-9 fighter. So slam a joystick into your Amiga, flick the auto-fire switch to on and prepare to blast your way through not one, but two levels of this long awaited sequel.

## LOADING R-TYPE II

Loading the R-Type II coverdisk couldn't be easier. Simply insert the disk into your Amiga drive and turn on the computer, and the game will load automatically.



*From the word go you'll be faced by a barrage of alien craft. At first it may be fairly overwhelming, but with perseverance and a few bolt-on weapons the task does become less daunting.*

*(Inset) The first end-of-level guardian boasts awesome firepower. Luckily though, it's far from accurate and should prove easy meat to any hardened R-Type fan.*





# Weight in Gold

This is definitely a good month for shoot 'em-up fans. Not only have we managed to provide you with an insight into Activision's R-Type II but you can also have a go at Psygnosis' very latest game, Amnios.

On the disk you will find a massive, fully playable demo of the mega blasting game. So stop reading this and immediately load it in to your computer!



## AMNIOS

In the centre of the galaxy lurks a being of immense proportions. It feeds on the very material of Spacetime, mutating it to its own perverted needs. Second by second it grows. Now it has become too large for its own good.

You must save the human race from being consumed by this evil entity. Using a small but highly manoeuvrable fighter craft you must battle the monstrosity and destroy it. You are the human race's last chance of survival.



The four way fire power of your craft can be used to devastating effect. When you get into trouble simply sit in the middle of the screen while spinning around and continuously firing. Praying also helps in some cases.

## HAVE SPACESHIP, WILL KILL!



### SCORE

As with most things in life, the bigger, the better!

### FIGHTER

Your high performance fighter aircraft.

### DAMAGE

Indicates the damage you have taken as the ship fades away.

### RADAR

The scanner will allow you to pin point nearby enemy craft.

### ICONS

Some pretty icons that don't mean anything in this demo. Shame really.

## LOADING AMNIOS

If your Amiga only has a half meg. memory capacity the first thing you should do is unplug any hardware you have connected to your machine, which includes second disk drives, printers and so on.

To load your Amnios demo all you need do is insert your coverdisk into the drive and follow the on-screen prompts.

There is a 'readme' file contained within the disk if you require any further instructions as to loading your demos. This will be loaded as soon as you insert your coverdisk.

It should be noted that after several attempts at blasting The Big Nasty Thing the demo will freeze. To continue playing you will have to reload the program as above.

## WHAM, BLAM, THANK YOU MA'AM!

Although a shoot 'em-up Amnios is a complex game. Your fighter craft appears in the centre of the screen. If anything moves blow it to smithereens. If it doesn't move blast it just to make sure. Now do you understand that perfectly? We don't want any misunderstandings.

In the bottom right corner of the screen you will find a radar.

This will show you the location of any nearby airborne nasties. Abominations that manifest themselves on the ground will not appear on the scanner so don't trust it completely. Use your radar to pin point the next monster and storm towards it with your guns blazing.

The full game is due for

release at the end of July. It will include 10 living worlds for you to destroy, a whole host of add on extras for your fighter and will require a little more thought than just blasting everything in sight as you have to rescue the stranded humanoids from the planet's surface. Look out for a full review in the near future.





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Another issue, and yet another amazing coverdisk. Without a doubt our coverdisks are the best (boast, boast) or at least it seems that way by the number of letters we receive. This month in addition to the two shoot 'em-ups we've got a fantastic puzzle game from Rainbow Arts to amuse and confuse you.

# LOGICAL

Logical, by Rainbow Arts, is another of those addictive puzzle games that seem to be oh so popular nowadays. The second is by the company that seem to always come up with a winner (*gosh Nick Wild their PR man is so great*), Psygnosis. Amnós is their latest wonder and as you'll see when you play it the game is set to be a mega hit. But let's not banter too long and just simply let you enjoy!

Yes, the computer world has gone puzzle crazy, and in case you haven't noticed over the last couple of months just have a gander of some of our back issues and count how many puzzle games have been reviewed. Quite amazing isn't it, but all it basically tells you is that like fashion the taste of the computer user seems to be turning back upon itself and finding it prefers the old way of life.

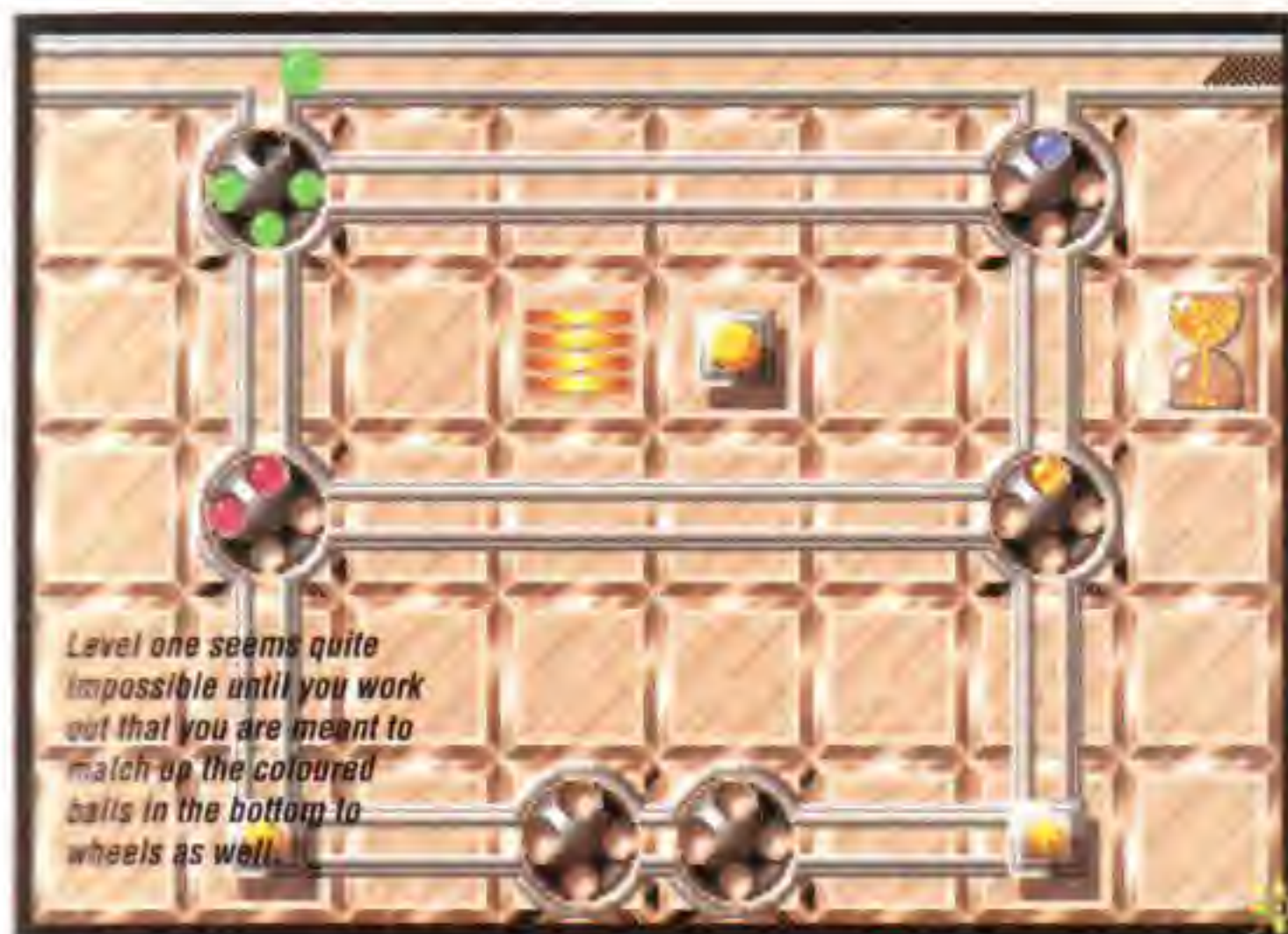
For ages now programmers have been striving to keep on step-

ping up the standards of the graphics and sound under the impression that the game with the best combination of these will undoubtedly be the best around – how wrong they are.

Just look at past examples like Dragon's Lair. Without a doubt that game had the best graphics and sound to date but it didn't really sell because of the ridiculous price and awful gameplay. So now people have realised that the most addictive games are the puzzle games.

Logical is another puzzle game but it should keep you tied to your computer for hours frantically attempting reach the next level before you stop. But as we all know once you've completed the level you always go on to beat the next, and the next and so on.

There's not an awful lot that you really need to know about how to play the game other than what we've shown you on the annotated screen shot below.



## LOADING INSTRUCTIONS

Well, there's not a lot to tell you as they have all been written out and saved on to the coverdisk itself. So all you have to do is stick your disk into the drive and follow the on screen prompts. Easy as pie.

There's also a bit of blurb from us guys in there so check it out, but don't touch your monitor screen when Pete's banter is present as it might be contagious (sorry Pete, but when you're a demick you have to be told).



By the second level things have already started to become a lot harder and you find yourself lagging behind the action. It's going to take a while to beat this game.



## LEARNING THE LOGICAL WAY

The idea of logical is quite basic really. All you have to do is get four balls of the same colour in the same wheel. This usually needs to be done quite a few times in each level and sometimes you need to use every wheel, but you'll work it out.

- 1) Free running ball limit
- 2) New ball
- 3) Colour of next ball
- 4) Ball track
- 5) Time limit
- 6) Time limit to use new ball
- 7) Colour gate
- 8) Cursor
- 9) Revolving wheel





# A COVER IN THE



It's competition time again and as usual we have a real corker for you this month courtesy of the lovely people at Core Design who have had a recent string of classics such as Corporation, Chuck Rock and Car-Vup. Their latest release is Warzone which looks set to continue the trend.

Amiga Action has always strived to keep its covers as interesting as possible and we believe we have succeeded with this.

Now covers are rare to come across and so we often create our own on a Macintosh here within the Amiga Action offices. Painstaking hours are spent creating the gems that have given Amiga Action its instant impact. They are really worth the effort in the end but are very hard

work. So, it is obvious that when we are offered a pre-designed cover we snap it up.

Fortunately for this month's cover, Core Design supplied the artwork, created by Brian Lenton, and it recreates the fierceness of Warzone, their latest hit product.

Obviously, this masterpiece is pretty hot property and we couldn't just give it away for nothing. We'd definitely need a bit of convincing.

So, we're giving you, the readers, a chance to win this beautiful piece of artwork provided you satisfy a test of mental skill which all Amiga Action readers have oodles of. But that's not where it ends. Oh no! Core Design have been feeling extremely generous and have decided to award twenty four runners-up each with a copy of Warzone.





# THE MAKING

## Dare You Enter the Warzone?



### I LOVE ARTY FARTY BITS

You may well do but you're going to have to earn yourself this particular creation. What we have here for you is another spot the difference much like the one used for the Flight of the Intruder compo. But this one is fiendishly difficult and you're going to need a sharp eye if you are to spot the changes.

You must spot 10 differences between the two Warzone piccies and mark them with a circle on picture B. Couldn't be simpler, could it? What do you mean by "it's bloomin' well 'ard"?

Send your entry, to reach us no later than 30th September 1991, to: A Cover In The Making Compo, Amiga Action, Europress Interactive, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.



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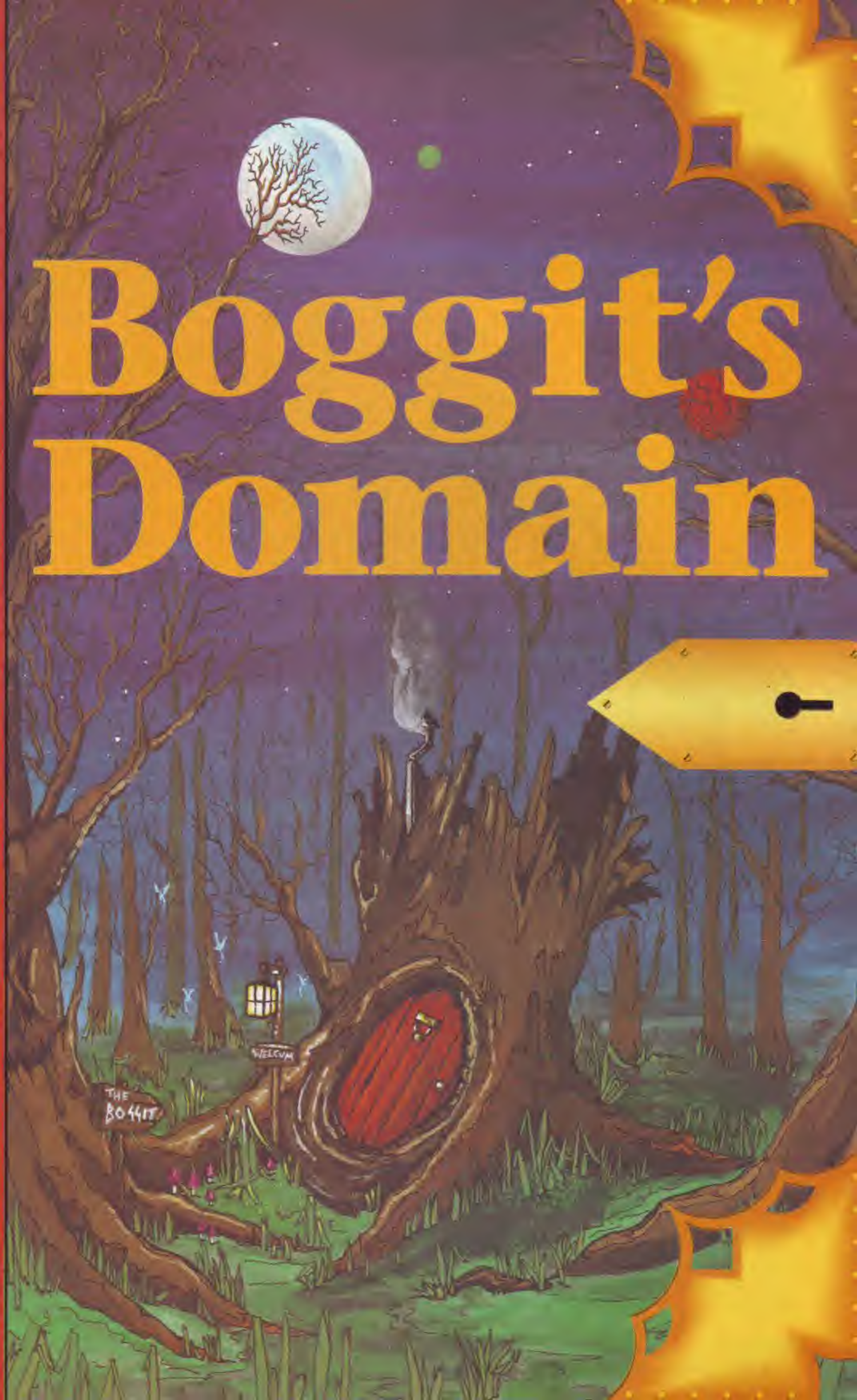


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# Boggit's Domain





What fantastic growing weather we are having here in the Great Wood. Each morning I tumble out of bed, spend a few seconds tidying up my tree house (no sense getting silly about that), then walk around the nearby glades checking out the new blooms which have blossomed. The place is a riot of new games, and each one seems better than the last.



*Lords of Chaos from Blade Software seems to have found favour with the Boggit, but should its 8-bit appearance not be reflected in its price?*

I found Hero Quest from Gremlin under a bush last week and I gave it a bit of a thrashing for a few hours. This is a fun game which is easy to get into and the rules are simple to understand.

It's a computerised version of a board game and because they have been faithful to the original I don't think it uses the power of the Amiga as much as it could have. More effort could have gone into the animation and sound effects which would have lifted it from a damn good game to a brilliant one.

I do think that it deserves to do well though as I certainly enjoyed it. It's even more fun if you have a friend playing with you - unless your friend happens to be an owl who won't take any advice and keeps making stupid decisions and getting all my blooming men killed!

I don't why more games are not sold at budget prices. Apart from the real dogs, only old games which have gone past their sell by dates seem to be sold any cheaper than the top games.

Take the new game from Blade Software called Lords of Chaos. Here we have a game with lots going for it. It doesn't look very flash, and it has none of the professional gloss or first rate graphics which you would expect from one of the big-name companies, but it is a good game nevertheless. If its price reflected these facts it would be a bargain, but paying full price makes you feel that you aren't getting your money's worth.

It's annoying that this game probably won't sell many copies at this price, and in a year's time when the supplier finally decides to sell it at half price, he won't be able to give it away because players will regard it as old.

I had hoped to be able to report on Eye of The Beholder (the Dungeon Master clone) by now, but typically that idiot of a goblin postman seems to have dropped it somewhere. I definitely will have it next month, but let's face it, if you are a D.M. devotee you'll have bought it by then won't you? Well let's hope that neither of us is disappointed.

## Kwik Kwipl

**Q:** Why do Atari ST owners like going scuba diving?

**A:** Because deep-down they are quite intelligent!

More pleas for help from the befuddled and bewildered have arrived by the sackload at the Boggit's tree-house.

## BOGGIT'S MAIL BAG

### Reflect for a Moment and Save Yourself Grief with Space Quest

*Please help with a problem in Space Quest. Having landed on the desert planet and gone underground, there is now a lightbeam across the path which cuts me in half when I walk through it. After many attempts I still can't get past. Help.*

**K. Webb, Warwickshire**

Perhaps if you were not such a litter lout you would have been able to solve this question on your own. When you performed that brilliant landing in the desert and smashed up your space-ship, you didn't think to clean up the debris did you?

If you had you would have found a piece of reflective glass which had fallen out of the wind-screen.

Getting cut in half seems a fair punishment for litter louts. I would like to sentence the unicorn which comes around each evening and craps in my Petunia Patch to the same punishment!

### Cheats Never Prosper

*I have the Ultimate cheat for Chaos Strikes Back. Find a dragon and cast a Mon Zo Gor Sar spell then hit Esc to pause the game. Hold down the Alt key and type in:*

**LORD LIBRASULUS STRIKES THEE DOWN**

*Unpause the game and slay the beast. It leaves behind a Firestaff and makes your party invincible.*

*Could you send me a game for this tip? Space Quest III would be nice and you could throw in King's Quest IV maybe.*

**J. Walker, Workington**

You would be surprised how often I get this breathtaking piece of nonsense from human plonkers! It's bad enough that they copy cheats from other mags and claim them as their own, but it's obvious that they don't even check if they work.

Not only doesn't this one work, but it's the April Fool trick which we played on Atari users two years ago in that great mag ST Action.



*The saga continues with Bard's Tale III. Boggit lends a hand with yet another query from this mammoth RPG trilogy.*

Doesn't that just shows how silly they really are.

### Bard's Tale Entrance Probs in Mangar's Tower

*I have managed to fight my way through Kylearan's Tower in Bard's Tale and found a man who gave me an onyx key to Mangar's Tower. Unfortunately it will get me into the tower but not through the iron gates. How do I get past them?*

*In return here is a tip for collecting 59,000 experience points. On level 3 of the Castle find the door marked Barracks. Step through and defeat the 396 Berserkers which are there. To do this you'll need over 250 hit points, Mangar's Mind Blade spell and the Wind Dragon Spell.*

**D. O'Brian, Skelmersdale**

What a brilliant tip. 'Just step through and kill the 396 Berserkers!' Sounds like my Granny's recipe for Dragon Broth which begins: *First catch and strangle a dragon!*

Getting in and out of Mangar's Tower well is very tricky, but here are some useful bits of info.

If you have been to the lowest level of the sewers you'll find a staircase which takes you up and into the tower. Otherwise you can go to the Wine Cellar and teleport 17E, 16N, 3D and take the stairs up, turn right and kick the door in.

Level 1 is quite easy until you meet the magic mouth on the East side, because after you leave it you've been moved to Level 2 of the tower.

On Level 2 you must answer the riddle (CIRCLE) to get the silver circle then go to the stairs in the middle of the southern side of the maze.

On Level 3 you can buy the Master key at 19E, 12N. This allows you to enter Mangar by the front gate rather than the sewers.

### Cover up your Deliciencies in Larry II

*Boggit Baby, please help this frustrated Aussie Adventurer out of the jam that I'm in. You see, after having breezed through the first half of Leisure Suit Larry II, I am now absolutely and positively stuck.*

*Having escaped from the ship and reached the island resort I now have: cheese knife, soap, matches, flower, bikini bottom and blond hair. Unfortunately I can't get past those two KGB agents to get to the airport. Am I also supposed to get a bikini top from somewhere and change into the bikini top and bottoms to evade these Russians?*

**Peter Papathanasiou, Adelaide**

Strewth mate! Where did you pick up that name? I reckon you're either related to Kojak, or Skippy the Kangaroo. I reckon the KGB would be frightened to arrest you



*If you are a later starter with the delights of Captive (and where have you been ?) there may still be time to use this neat trick on the first planet.*



# DUNGEON CORNER

## Halk's Problem

What happens if the man in your life is all Brawn and no Brain? It's all very well employing an Atari ST user to lift heavy weights for you, but he/she, (you can never really be sure about them!) is not much good when it comes to counting how many beans make five.

I recently received a saved game file from a player who was stuck on Level 9 of Dungeon Master, and while I was inspecting his champions (bend over and cough please) I found that one of them still did not have the power to cast spells. To be on Level 9 with no spell power (manna) is pretty silly.

This boy is a fool I thought, but then I realised that his character was Halk and he probably hadn't realised how to solve Halk's problem.

In this game practise makes perfect and each time you use



*Halk is one of the strong silent type who stalk the corridors of Dungeon Master. Great in a fight, but he can't cast a spell to save his life - or yours.*

your skills they get a little stronger. The problem with Halk is that he starts off the game with no manna

at all so it's impossible for him to cast even the smallest spell. Consequently there is no way he can get any better.

All he needs is some way to be given just a few tiny manna points which he can practise with and then become as strong as any other wizard. And that is precisely what you can do.

Scattered around the dungeon are various objects which give a few extra manna points to whoever is holding them. For example, the team belonging to this player had a wizard who was holding the Staff of Manar.

I transferred the Staff to Halk and let him cast a few light spells and within a few minutes he had risen enough in the spell-casting business to be able to return the Staff and pick up his sword again. From there on he could spend his idle moments chucking tiny fireballs and growing in magic. You'll also find that certain jewellery gives manna to its wearer.

because they wouldn't be able to spell your name in their black book.

Unless you've got the natural equipment to fool the KGB while going topless, (you could try telling them that your name is Kylie) you will need to find a bikini top, plus some stuffing. The top is lying on the bottom of the ship's swimming pool and you've already got what you need for stuffing.

## Jump-Start Yourself In Captive's Quest

Yo Bog Dude. Here is a way of getting yourself off to a flying start with Captive.

Having landed on the first planet, (Bute) move to the door in front of the base then turn right and pick up the message board which shows the entrance code. Step forward into the bush, then turn left and follow the wall until you see the landing craft again. While doing this movement watch the sea for the 'dippy' monsters. With a bit of practise you can kill these for gold and experience points. Take the lander back up the the Swan mother-ship and sort out your experience points.

Land again on the planet and you'll find that another clipboard is there for the taking, plus the monsters are back for bashing. You can repeat this process as often as you like and it's very rewarding as each clipboard can be sold for 200 gold pieces in the shop.

Later you can play a similar trick on the moon at co-ordinates 098W-106S. If you have enough guns and some extra chests you can repeatedly land on the planet and kill the land monsters which

hang around the landing site. They are worth tons of gold (up to 65500 gold pieces) and loads of experience points.

I will finish by asking: 'Why do you keep knocking the Atari ST?' I had one for a couple of years before I got my Amiga and I thought it was a canny computer.

## Mutant Ninja Intellectual

I never said there was anything wrong with the Atari ST! In fact I have one myself and I don't know what I would do without it. Whenever my drain need unblocking, or a fence post needs bashing into the ground, my faithful ST is invaluable. Archimedes my owl also uses it regularly. In fact he says, using an Atari keeps him regular.

## Grey Imports - Do They Work?

Please could you tell me if it is possible to buy computer games in

America and play them in this country on a monitor or television? I have both an Amiga and Atari ST.

R. Bristow, Dudley

You've got an Atari? Did you know that at Atari ST User Shows they employ a chucker-in!

What you are talking about is Grey Imports. That's the name given to hardware or software which has been shipped (or brought privately) into the country before it has been officially released here. There are some specialist shops which do this and they sell a lot of American adventure and war-gaming software.

That also goes for some of the Japanese hardware like the super-duper consoles which most players would kill to get their hands on.

Obviously the grey import software being sold in the shops should be okay and this is true for



Domark's 3D Construction Kit is now available for aspiring adventure creators to build their own worlds of mystery and magic. Have you got a successor to Castle Master up your sleeve waiting to be built?

most of all the other software as well. The Amiga was built to be an international machine (unlike the Commodore 64) and the software works in every country.

There is however one dodgy area. Some software which looks the same, is marketed by different companies in the different countries. In this case both companies sometimes agree to fix the software so it won't run in the other country.

This is easily done in the Amiga by checking the frequency of the clock rate, (60 hertz in Europe and 50 hertz in the USA) and stopping the game if it's not the correct one.

So the simple answer is that all the Amiga software is capable of running, -it only fails if the rotters have set out to stop it.

I should point out that this is an adventure column not *Techie Corner* and the only reason I was able to provide an answer was because I asked my owl Archimedes - and he charged me two tubes of blooming liver sausage for the technical advice!

## Dungeon Quest Solution Revisited!

Because some Mickey-Mouse human messed up the scrolls a month ago (To whom it may concern, including the most handsome Boggit I have ever seen! I am most deeply sorry about the mishap last month... Miss Art Ed. P.s. no one's perfect!) here is the repeat of the solution to Dungeon Quest which you've all been waiting for:

South, Search, Get Card, South, Search, Get Broadaxe, East, East, Search, Drop Broadaxe, Get Key, Use Key, Enter, Search, Get Coin, West, Get Broadaxe, West, South, Enter, Go Bar, Say, Say, North, Exit, North, West, West, Enter, Inventory, Search, Look, Use Broadaxe On Rock, Drop Broadaxe, Get Rock, East, South, Throw Rock.

(NOTE: If Drawbridge does not come down then go back to Edge of River, Use Broadaxe on some more rocks and repeat process again).

South, South, West, Get Shield, Get Flint, East, South, South, Get Candle, Look Table, Get Parchment, Read Parchment, East, Get Rose, Read Card, Search, Get Codewheel, Examine Codewheel, West, South, Get Ring, South, Search, Get Torch, North, West, Sit, Search Throne, Get Sack.

(On examining the sack and using the Codewheel you will find that it contains Dragon Nip which dragons crave.) East, North, North, North, East, Get Sword, East, South, Search, Down, Use Codewheel, West, Search, North, Look Hole, West, West, Throw Sack,



West, South, Read Book, Use Codewheel, South, Jump, Look Door, Look Box, Use Sword, East, Read Sign, Use Codewheel, Search, Look Person, Look Person, Look Person, Ask Person, Reset Computer.

### Phantasie III – Jumping to the Netherworld

*O most gracious and illustrious Boggit, the only universal being left in the world that still has any common sense, (how am I doing so far?) I must humbly ask a small favor from you.*

*Could you tell me the location of the portal to the Netherworld in the brilliant game called Phantasie III? I have been to the Castle of Light and killed the fairy. With the aid of the scrolls and wise beings in Scandor, the best I can do is get the Key of Dark from the Hall of Giants. By the way I agree with your stance on displaying whole guides to games and your fearless stand on the graphics against gameplay debate.*

**Rob Wild, South Australia**

This game is a little bit long in the tooth for me and I have never crossed swords with the monsters it contains. However, lucky for you I received three books crammed with game solutions from Mindscape this week and Phantasie III is in it. The books are called Quest For Clues and they each contain about 40 game solutions plus all the maps – a real bargain. And this is what I gathered after poring for blooming hours over it!

If your party is classified 'Good' you'll find the Wand of Nikademus in the Pendragon Archives, but you'll need very strong characters to reach it. Both of the Keys of Dark and Light are found in the Hall of Giants. These

keys will get you into the respective Castles. In the Castle of Light you will find the Gem of Light. If you take it, or break the statues, your

### Quest for Glory II: Trial by Fire – Sierra

After a series of average games, Sierra have come good with this sequel to the what was originally titled Hero's Quest. Don't confuse this game or its predecessor with Gremlin's Hero Quest.

I've finally come to accept now that all new Sierra games will be slow to load and there will be lots of disk swapping. If you

too can forgive this, this game is a cracker. Forget about solving the puzzles, its purpose is to provide a world full of hidden jokes for you to uncover.

Instead of trying to find the real purpose of each character in the story, spend time talking with them and you'll find that they have lots to say, all of it funny and some of it quite naughty. I'm shocked. I've never seen so many lines with double meanings in a Sierra game.

The beginning makes you trek endlessly through boring corridors and for a moment I thought Sierra had blown it again, but happily there is a clever trick

which gets rid of that problem. Simply buy a map from the shopkeeper and you'll be able to move instantly from one point to another.

The game is horribly expensive, but it has loads of depth to it. If you are a Sierra fan this one is a worthy addition to the collection.

### The Secret of Monkey Island – Lucasfilm

In only a couple of years this company has jumped to the Number 1 spot in my book for graphic adventures.

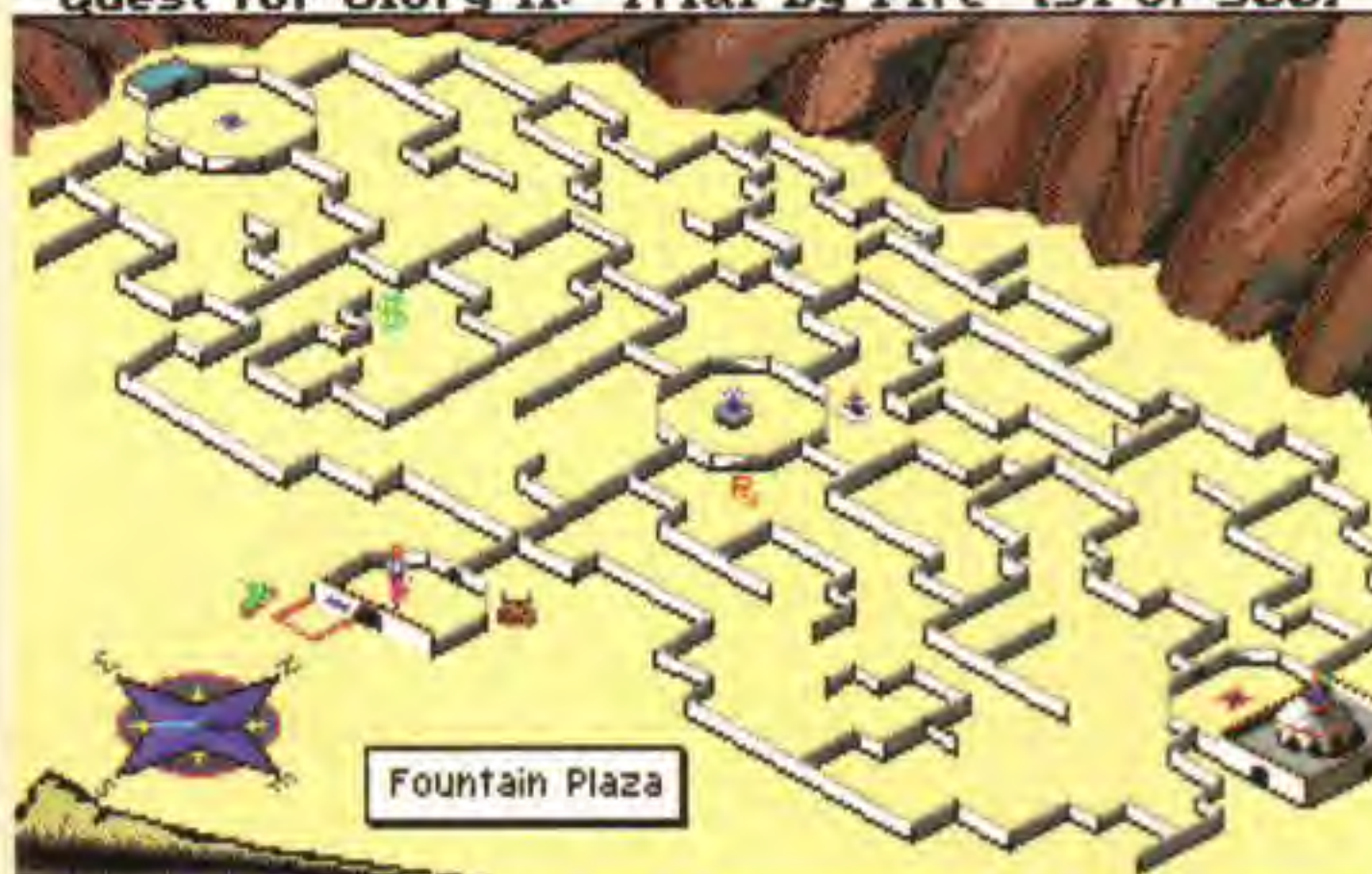
Their Indiana Jones adventure must be one of the best graphic pieces ever written and this one is equally as good. The artwork couldn't be better and the sound is first rate. This is the kind of software you get when a team of professionals works on something for a long time. It's really easy to drive as there is no typing to do. Everybody in the family can enjoy this game.

### Wonderland – Magnetic Scrolls

Hasn't it taken a looonng time to come? After what seems like an eternity of waiting, I've finally got my sticky fingers on this eagerly anticipated game with its much talked about control system.

What we have here is the familiar Magnetic Scrolls text

### Quest for Glory II: Trial By Fire (51 of 500)



*You can save yourself a long and tedious walk around Sierra's Trial by Fire adventure if you buy a map and use it to instantly transport yourself to wherever you want to go in the maze-like streets of the city.*

party will turn evil. To get into the Castle of Dark the Key of Dark is needed (unless your party has turned evil). If you

are Evil you will find the Wand of Nikademus in this area. If you

select choice number four in the castle, you can use the wand to teleport to the third level of the Netherworld where you'll find the Castle of Nikademus.

are Evil you will find the Wand of Nikademus in this area. If you select choice number four in the castle, you can use the wand to teleport to the third level of the Netherworld where you'll find the Castle of Nikademus.

### Faerghail's Riddles

Because I can't sleep at night for the sound of Amiga owners scratching their heads over the riddles in Legend of Faerghail, I have put together this short list which might get me some peace and quiet.

#### Elven Palace

Who is Findal's youngest uncle?

SCAGNAR

Who is Findal's father?

FINDAIL

Who is Findal's great uncle?

TEORLIN

Who is Findal's great parent?

ALGANOR

#### Dragonervant's Temple

What lies between myself and my opposite?

AND

#### The Castle

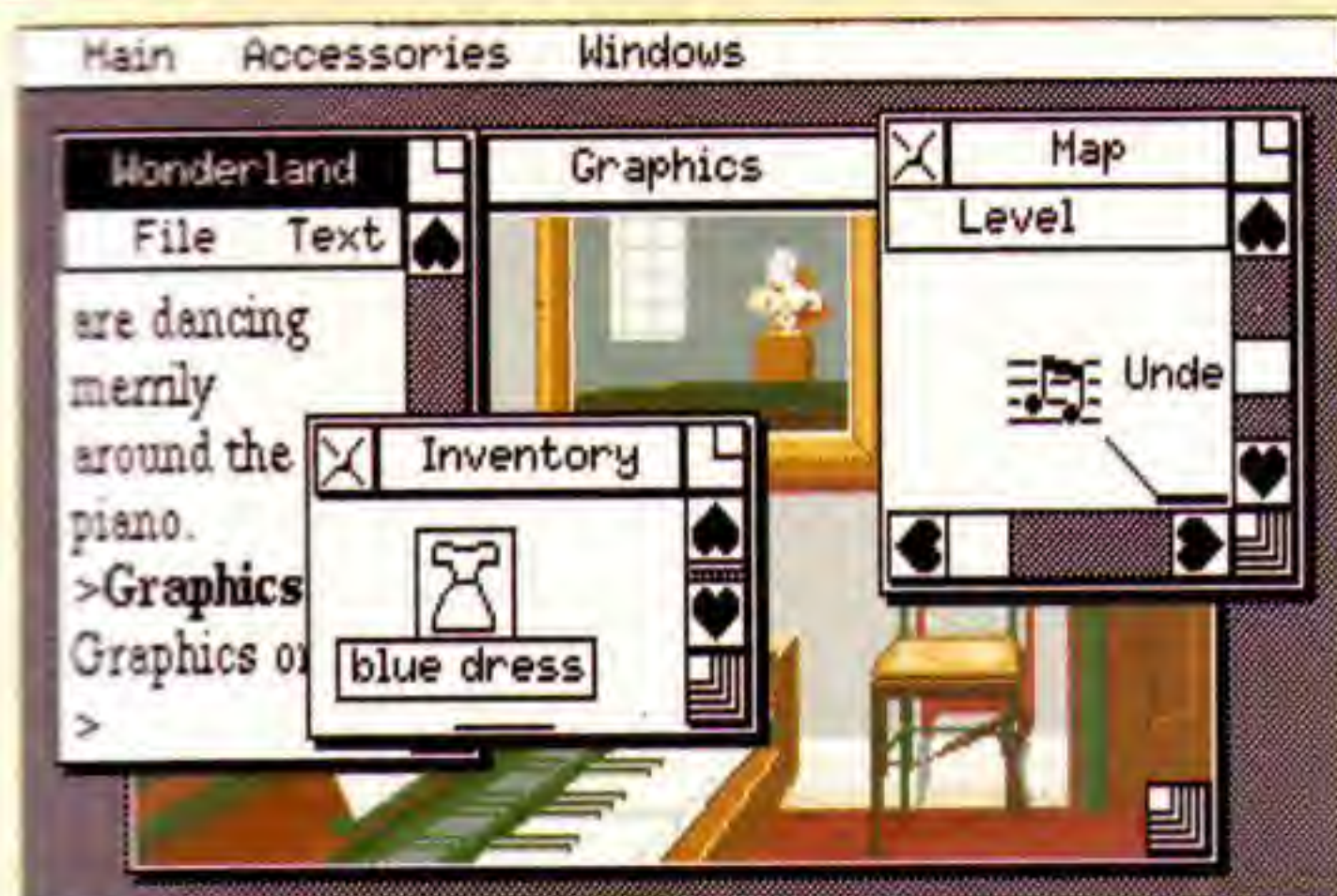
What tries to go, but stops short, has but one foot and cannot walk?

STAIRS



*When is a riddle not a riddle? When you've got a Boggit in a treehouse to solve your problems for you.*





Wonderland's wonderful user interface has finally made it to the Amiga screen. If you've got one meg of memory and a pocket of cash to spend, you can pop down the rabbit hole and start clicking your way to success whenever you feel like it.

adventure – you know, the kind that had you pulling your hair out! What's been added is a set of highly detailed pictures, animation and lots of jolly tunes. Lastly, and most importantly, is the addition of the clever WIMP (Window, Icon, Mouse Pointer) system. This is the real star of the game, and the thing that will sell it to people who wouldn't normally cross the road to look at a text adventure.

Creating, resizing and moving the windows of text and graphics around the screen is fun, and will be irresistible to that techno-freak who lives inside all of us. All text adventures should use this system, it's just a pity

that the Amiga doesn't really have the power to do it as quickly and effortlessly as you'd like it to be. The adventure itself seems to be as good as you'd expect from Magnetic Scrolls, although early copies are turning up with a few programming bugs in them which is a pity.

If you are one of those people always complaining about the death of the good old text adventure here's your chance to put your money where your mouth is.

Why not go out and buy something which will not only give you pleasure, but give a company like Magnetic Scrolls the chance to go and and push their new ideas even further?

## Ruins of Oracle

The more it gets, the more it eats?  
FIRE

A father's child a mother's child,  
but son of none?

DAUGHTER

I talk without soul, I hear without  
ears, I talk without mouth?

ECHO

Two little windows, they have no  
glass?

EYES

## Money Handling in Operation Stealth

I am fairly new to the Amiga scene after disposing of my CPC 464 a year ago (no cracks about computer makes please).

I would be grateful if you could tell me how to get the bracelet from the man on the beach in Operation Stealth. I now have no money as it was all taken off me by the two men that captured me at the bank and imprisoned me in the cave.

I would also like to know how to get the chest from the Chamber of the Guardian on Level 2 in Dungeon Master. Please could you help me oh Great One!

Lcpl Rick Elliot, BFPO 20

I ain't sure that I understand your problem. There is no need to find additional money after escaping from the cave which means that you are a typical confused human who can't find that which you already have, or you messed up the money before you were captured.

The only money in the game is this: Get a coin from the newspaper dispenser, then use it. Get the dollars from inside your passport and change them at the bank, (I think you can do this twice, so perhaps that's where you went wrong).

Use some coins in the florist to buy red carnations. You should still have some coins left and these will prove invaluable later on as you will discover.

For a start, the Guardian Chamber is on Level 3 not 2. When you press the blue crystal on the wall of the cell containing the chest, the chest teleports into another cell.

Just keep repeating this action outside each cell containing the chest and eventually it will teleport out into the corridor. What more could you want?



Select the MONSTER DIFFICULTY.  
E>Easy A>Average X>Expert

Role playing games from Strategic Simulations Inc. are proving to be a great hit with gamers. Sword of Aragon is just one of the growing list of games which just seem to get better and better.



## STAR LETTER

### Paper versus Disk Solutions

I have been reading Amiga Action since Issue 1 and first of all I'd like to say what a wise move they made in using your endless talents. Being an avid reader of your section I have finally been driven to write this letter.

Most of my friends seem to think that computer RPGs are boring, but when I try to tell them that even my dog can press a fire button, they just won't listen.

Anyway, enough of those boring, know-nothing gits, and down to business. As you are always requesting tips and solutions here is everything I know about Bard's Tale II plus Pools of Radiance and Curse of the Azure Bonds.

Pools of Radiance is my favourite RPG. It's got a good plot, fantastic combat system and numerous adventures. It really has so much more than your standard Hack n' Slash.

Curse of the Azure Bonds is another RPG from Strategic Simulations whose games just get better and better.

One final thing: with the exception of Captive and Chaos Strikes Back (which I consider to be RPGs), in my opinion the quality of the games of the genre has dropped recently. Maybe Crystals of Arborea will put this wrong to rights. Time will tell.

Please excuse the handwriting it's 2:45am.

Steve Mann, Winsford

Only 2:45am? Ha! You're an amateur laddie. Well I thank you for all

of the, (wait a moment while I count them....) 27 pages you sent. Just for you I got up early this morning and picked you something special from my nursery plot which my owl will take down to the post-box at the crossroads later.

I ain't going to complain about all the writing, (because I need all the help I can get), but if anyone else is contemplating sending me tons of info like this, could you consider typing it into the Amiga and sending me the disk? That way I can more easily use it in the column, or copy it onto disk for other individuals needing help.

As it is, a million dipsticks will now write and say: Can I have a Xerox copy of all of the Bard's Tale pages? You are allowed three guesses what my answer will be!



That's it. I've got Orcs to bash, Trolls to kick and scrolls to scratch. I'm outa here.

Send your queries, hints and tips with an SAE to:

**The Boggit,  
The Old Blackthorn Tree,  
29, Blackthorn Drive,  
Larkfield,  
Aylesford,  
Kent ME20 6NR.**





# European Superleague

SPORT SIM



Football management is well known to be the toughest profession in world sport. All too often we hear of a manager being dismissed from a top club after a string of poor results.

Here in Britain, the failure rate is high, but on the continent, in countries such as Spain and Italy, the fans demand instant success. If the fans aren't happy, neither is the chairman, so it's the manager that takes full responsibility. European Superleague gives you the opportunity to sample life at the top, as manager of a well established club.

A break-away league has been successfully built from the top eight clubs in Europe. Each club already has a pool of players, based on true professionals. The first decision to make is whether to stick with the team you've inherited, or spend some cash on new players found on the transfer market.

All the game options and menus are controlled from your office. Clicking on various objects found in the room, such as wall charts and filing cabinets, takes you to the different parts of the game.

The telephone rings frequently and is usually a rival manager attempting to buy or sell a player.

This is one of the many decisions you'll need to make during the average working week. Rather than simply selecting a team and dealing in the transfer market, you must get involved in the day to day running of the club and the player's lives.

All this must be done before the Saturday kick off, so a strict plan is laid out in your diary. Luckily, if you happen to miss an appointment or a training session, the club secretary is on hand to give you a gentle reminder.

As the match day draws closer, you'll have to pick the team, define the tactics and carry out trivial tasks such as arranging the team coach for away games.

The actual game is displayed as a series of snap shots and pictures that appear if an important incident occurs. At half time you can make both substitutions and tactical changes.

To achieve the club's aim of winning the league championship, each result is vital. Fail to keep up with your rivals and you'll pay the price, by joining the overcrowded grave yard of out-of-work football managers.

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To achieve the club's aim of winning the league championship, each result is vital. Fail to keep up with your rivals and you'll pay the price, by joining the overcrowded grave yard of out-of-work football managers.

OVERALL SCORE  
**70%**

ACTION INFO

EUROPEAN SUPERLEAGUE

CDS £24.99

TEAM: MATRIX DEVELOPMENTS



The first thing to strike you with European Superleague is the excellent graphics, which is unusual for this style game. Although this does cause incredibly long disk access when moving between screens. Another major problem is the actual match, which is simply a series of snap shots. This doesn't give you any idea of how your team played and therefore it's impossible to know which areas of the squad to improve. Compared to the likes of Player Manager, there's simply not enough depth and too many annoying faults to make this game stand out from the rest.

## LEAGUE RATING

31 3D TENNIS

32 EUROPEAN SUPERLEAGUE

33 TOURNAMENT GOLF

SPORTS SIMS

## IT'S A FAMILY CLUB IS THIS



**CHAIRMAN:** Ensures that the financial side of things is running smoothly and must be consulted for big signings.



**SECRETARY:** Helps to keep track of board meetings, training sessions and generally anything else you're likely to forget.



**COACH:** Works directly with the players and reports any injuries or fitness problems of either your team or the opponents.



**GROUNDSMAN:** A decent pitch helps the players to perform attractive football. This guy ensures the pitch is kept in trim.



**SCOUT:** A source of intelligence on the other squads. His information is also very useful when buying new players.

The chairman demands the best out of his players and the maximum possible crowd. If he doesn't get what he wants, it's you that gets the stick and probably the sack!

WELCOME TO THE CLUB



LIVERPOOL 1  
05,  
PSV EINDHOVEN 0

FULL TIME.  
THE WINNER IS LIVERPOOL

DATE:-  
POSITION:-  
BALLSKILL:-  
MOBILITY:-  
CONFIDENCE:-  
FITNESS:-  
TEAMWORK:-

RUSH  
FORWARD  
70  
90  
74  
79  
17



H T H T F  
S 3 1 1 2 1  
D 1 2 1 1 2  
T 0 1 2 1 1

HONOUR



(Right) Saturday is match day. This is the moment of truth and is the only way of finding out how well the week's preparations went. The match is represented by a series of small snap shots.

(Above) Each of your 20 players spends four hours a day on the training ground. It's your responsibility to ensure that the time they spend is spread between a variety of skills.



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AA JULY





# R-Type II



(Left) The end-of-level guardian for level two is not easy to get rid of, unless you know how. To make life even harder, several missile firing droids have crept onto the screen from the rear.



(Right) The advancement in the Bydo empire has led to mid level guardians that are built in a very similar mould to the end-of-level type. Luckily though, they're much easier to destroy.



SHOOT 'EM-UP



When the original R-Type was released several years ago, nobody knew it was the game that would

spawn so many clones. The revolutionary weapons and end-of-level guardians have been copied time and time again, with moderate success.

When it was finally converted on to the Amiga over two years ago, the people responsible for the conversion, Activision, did an incredible job and retained just about every arcade feature possible.

The long-awaited conversion of the arcade sequel has finally arrived with Activision being the driving force once again. Teaming up with Arc Devel-

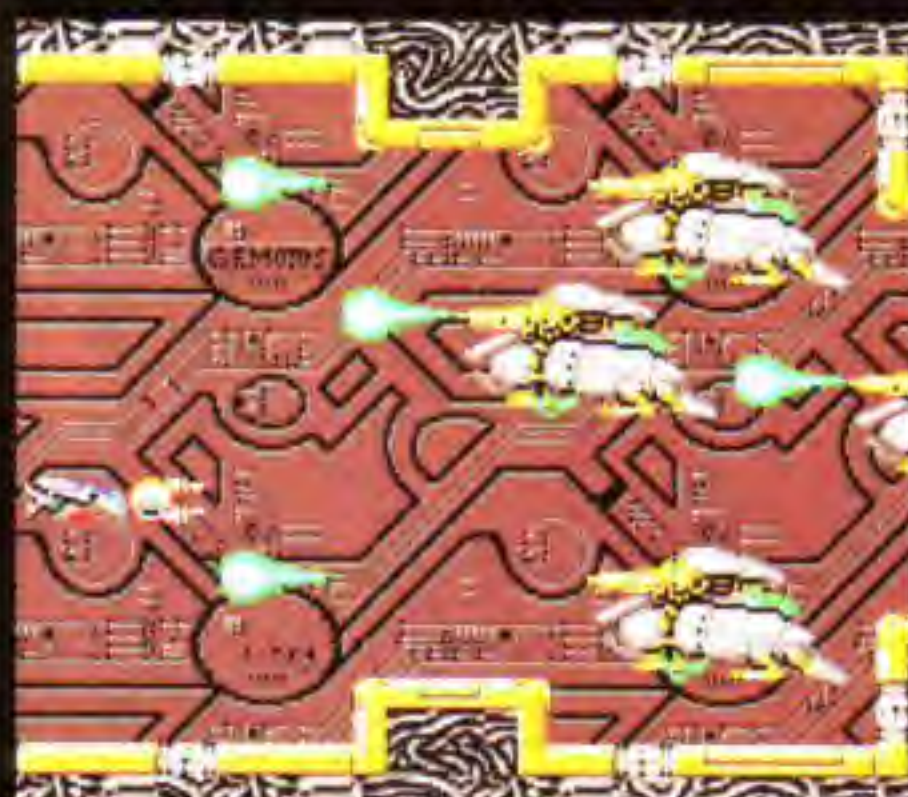
opments, they've hopefully produced a shoot 'em up that outshines its illustrious predecessor.

Following the destruction of the evil Bydo empire, nobody thought that the same force would re-unite and attempt to take over the universe again. Unfortunately though, the empire was underestimated and has launched a new series of attacks. The only way to liberate the universe would be to send in an attacking force and defeat Bydo for the second time.

Since the original conflict, technology has basically stood still and therefore, the services of the trusty R-9 fighter must be called upon once again. The only advancement in technology is the arrival of a few new weapon systems.



Progressing through the puzzle level, you'll encounter several slime spitting creatures. Although they look fearsome, a single charge of the beam laser is usually enough to see them off.



Throughout the game, several types of worm be destroyed. The best tactic is to wind up them with a single blow to the head.




If you remember the incredibly sized mothership encountered on level three in the original R-type, you'll be glad to know that it's back, and angry.










**R-TYPE II**  
ACTIVISION £24.95  
TEAM: ARC DEVELOPMENT



The original R-Type conversion on the Amiga was quite simply superb and the sequel has been eagerly awaited. Thankfully Activision and Arc developments have done a wonderful job, although the game-play and graphics have not been greatly improved. Fans of the original will certainly enjoy the challenge of new levels and the improved weapons. The only disappointment is the lack of a simultaneously two-player option. If you're after an entertaining and addictive shoot 'em-up, look no further.

**LEAGUE RATING**

18 MIDNIGHT RESISTANCE
19 R-TYPE II
20 MERCS

S H O O T ' E M - U P

Although the models available are only prototypes, they must be taken deep into enemy territory and fully tested. Playing the part of an R-9 pilot, you'll be responsible for finding out which weapons are effective against the new fleet of enemy aliens and space craft.

All the original weapons from the first mission are still in place, although some have been slightly improved. You begin the game with a standard front laser system and the additional beam. By holding the fire button down and charging the beam, you can fire a pulse of energy that takes out everything in its path. If you allow the beam to charge twice, a spread of energy bolts is fired that also takes out any

enemies that dare to cross its path.

As you progress through the levels, you can collect and bolt-on the weapons dropped from specific droids. Without a powerful weapon structure, the mission will become increasingly difficult to complete, so you'll need to decide which to keep in order to sustain a successful strategy.

The game is played over five levels: Refinery, underwater cavern, the city, puzzle level and the Bydo home planet. Each contains either one or sometimes two large guardians that need to be overcome in order to progress.

**OVERALL  
SCORE  
86%**



Most of the large guardians have a weak spot that needs to be hit a number of times. The embryos on this one look particularly vulnerable, so it may be an idea to take aim at those.



and snakes need to pulse laser and hit

## CREATE THE ULTIMATE R-9

**BASIC WEAPON:** Although it provides enough power to see off the smaller craft, you'll be lucky to get through without a more powerful weapon.

**SIDE PODS:** When collected they sit above and below the R-9 and provide protection. With certain weapon configurations the pods can fire in a forward direction.

**FRONT/REAR POD:** Gives protection to either the front or rear of the R-9 and emulates every move you make. By pressing the space bar it can be released to form a rapid fire unit.

**TERRAIN HUGGING BOMBS:** Released automatically, they immediately head for the ground and explode on impact, usually taking out the surrounding area.

**RIPPLE LASER:** The most powerful bolt-on weapon available, it produces circular laser bolts that cover a wide area. Ideal for taking out the end-of-level guardians.

**FLAME THROWER:** Fired from above and below the R-9, the flames destroy small aliens that get in their path and hug the scenery taking out emplacements.

**HOMING MISSILES:** As with the terrain hugging bombs, the homing missiles are released automatically. They immediately seek out the nearest target and attempt to destroy it.

**BEAM:** Another standard part of the R-9 kit, that increases in power the longer you hold down the fire button. Capable of destroying almost anything.

**SPEED UPS:** Collecting a speed up simply increases the speed and manoeuvrability of the R-9. There's no limit to the number you can collect, so high speeds are obtainable.

**RED/BLUE LASERS:** Moderately powerful front lasers that can only be collected once the front pod is in position. Need to be fitted in order to use certain, more powerful weapons.

**BLUE BOUNCE LASERS:** Large laser beams that bounce and reflect off walls, causing all sorts of problems among the enemy ranks. Excellent for getting out of tight situations.

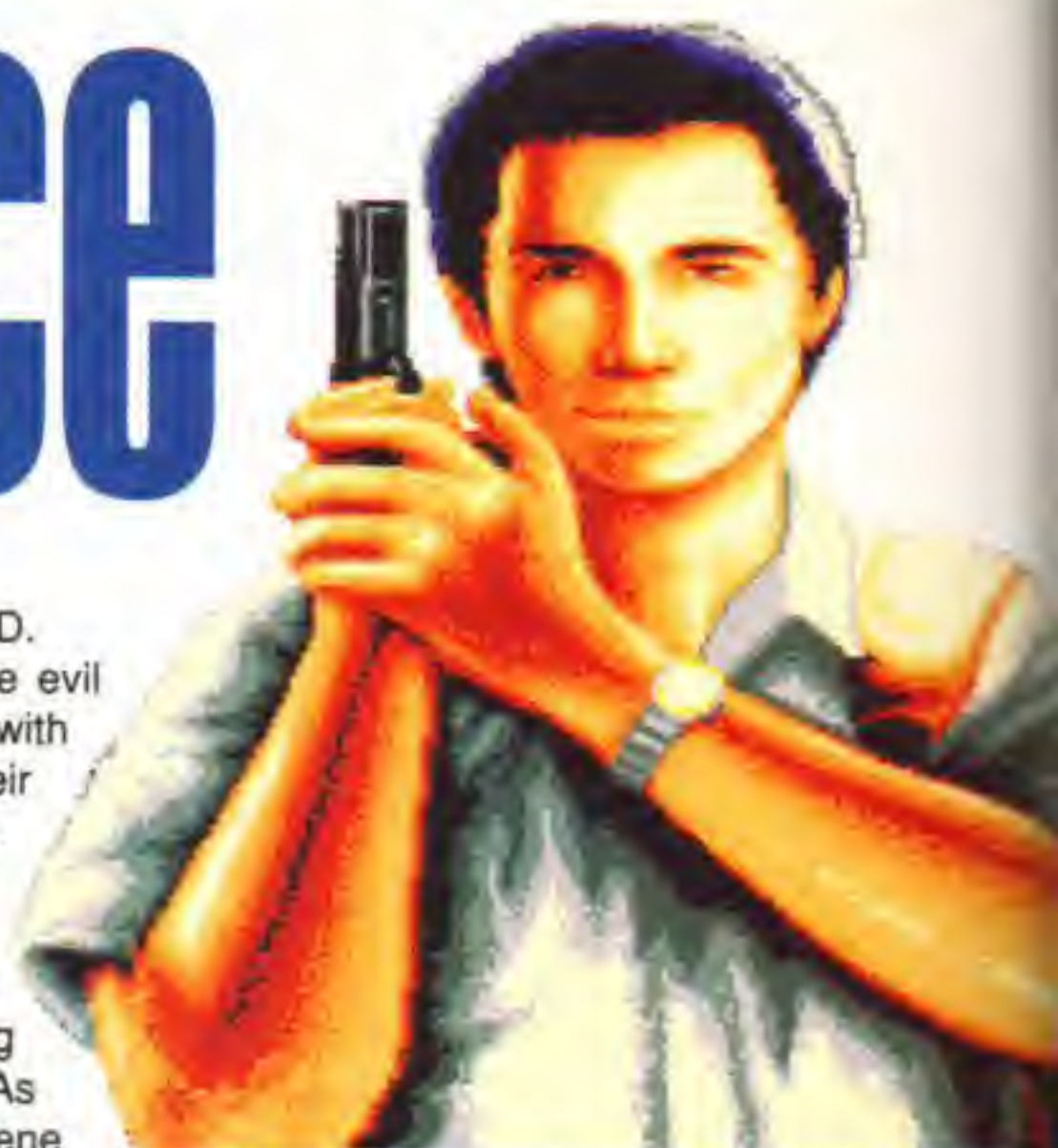
**POWER BEAM:** The most powerful part of the standard R-9 that requires the beam generator to charge twice.







# Cougar Force



## ACTION INFO

**COUGAR FORCE**  
ELECTRONIC ZOO £25.99  
TEAM: TOMAHAWK



Although Cougar Force claims to be a multi-action arcade game, all you've really got is several mediocre sub games patched together in an attempt to produce a single product. For instance, the jet fighter sequence is generally a poor man's flight simulation, with very simplistic gameplay and absolutely zero realism. After a couple of attempts, it's very easy to take out the enemy aircraft. The beat'em up sections are also very basic and learning one move is usually enough to see of the enemy. On a brighter note the speed boat section is quite acceptable as the action is frantic and the graphics in the flip screen sections are well drawn and smoothly animated. If you like average budget style games, which I'm sure most of you don't, Cougar Force may be what you're looking for. Otherwise stay well clear.

### LEAGUE RATING

27 DR DOOM'S REVENGE

28 COUGAR FORCE

29 ALTERED BEAST

BEAT 'EM UP



Cougar is a top secret agent. His latest assignment is to break up a gang of illegal drug dealers who have been located on an isolated island in the Pacific Ocean. Unfortunately, on arriving on the island he was immediately captured by the crooks and locked up in a prison cell.

However, Cougar is no ordinary man. He's built in a very similar mould to a certain character by the name of Bond, James Bond, and is capable of doing anything from unarmed combat to piloting a fully armed jet fighter plane.

Taking into consideration all his abilities, the game has to swop and change between several popular styles. Each sub game has a completely different view and control method so you'll be required to adapt to each challenge as the story unfolds.

Playing the part of Cougar, your first task is to escape from prison. The only way past the prison guards is to fight with your bare hands. Several attacking moves are incorporated and are all accessed via the joystick. As you progress the screen flips rather than scrolls as you attempt to find a key that opens the prison door.

Waiting outside the prison is a fully armed fighter plane. Taking to the skies, you must destroy several enemy aircraft and land at a nearby factory. Displayed in front of you is the aircraft cockpit and the outside

world viewed in full 3D.

At the factory the evil scientists lie in wait with pistols and their defending cyborgs. Armed with only a gun you must make your way through the factory by taking out the scientists. As with the prison scene the game screen flips as you progress.

At the other side of the factory you nick a booby trapped speed boat and make your way across an enemy infested river to a small village. Once again a 3D view is used to portray the action as you frantically try to destroy the oncoming boats.

Once you've crossed the village on foot, you can choose between a motorcycle or hovercraft and make your way to an abandoned mine, where you'll have to fight off mon-

sters using your unarmed combat skills.

Finally, to destroy the drug dealing headquarters, you'll have to fly the jet fighter into the building after ejecting.

For each phase, you are given a number of lives. If you complete a section of the game, your position can be saved to disc, to stop you having to play through the whole game if the mission fails.

OVERALL  
SCORE  
**70%**

## COUGAR: DOUBLE AGENT AND SLY SPY



Taking control of a fully armed jet fighter your main task is to destroy several enemy aircraft. In the final conflict, you'll have to turn kamikaze and hit the drug factory.



Possibly the best part of Cougar Force is the speed boat section. Armed with a machine gun you must make your way across a river that's bustling with enemy boats and mines.



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Dept AA



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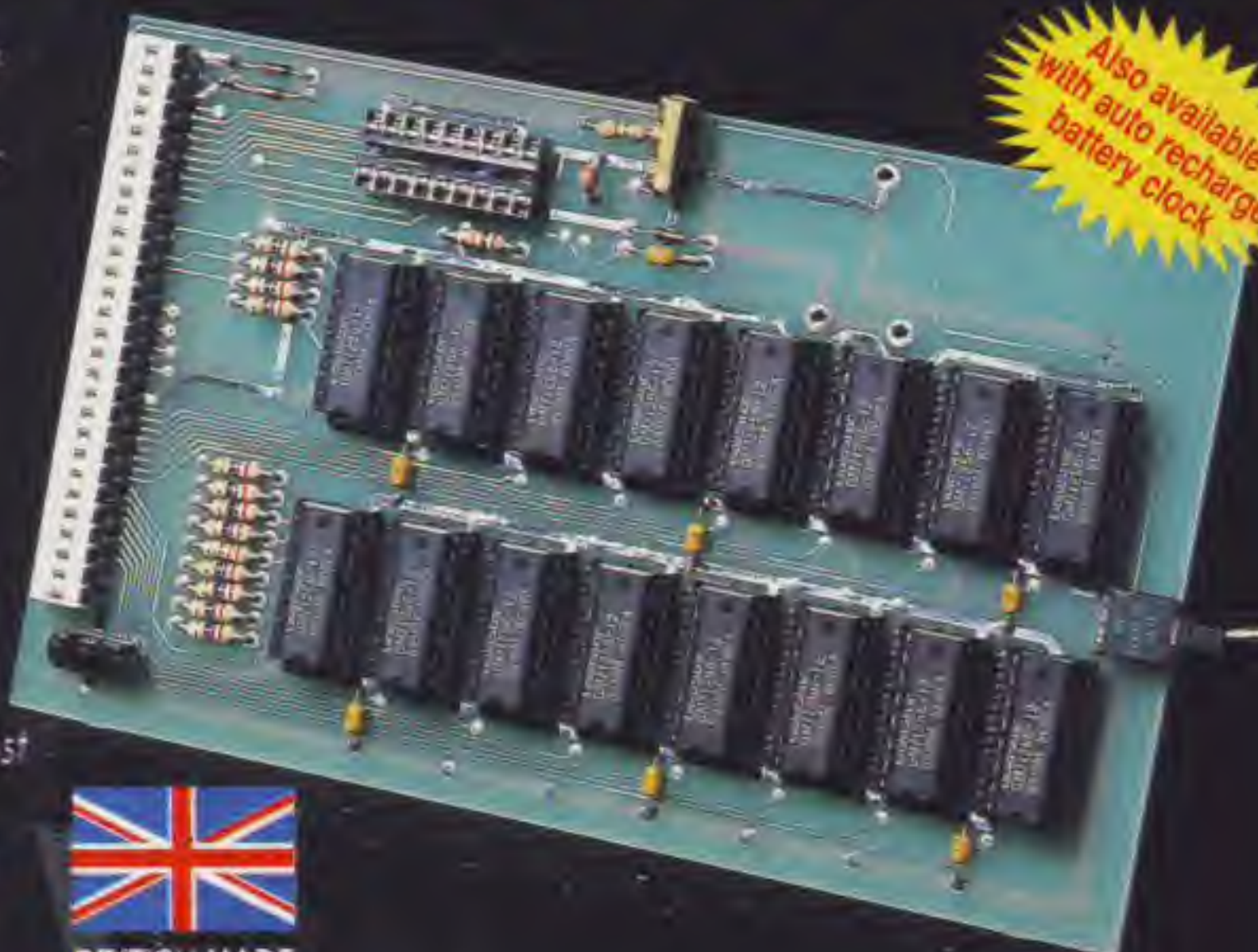
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In the command centre of your ship you can call up a computer generated image of the Earth. There are four Eco Domes in operation at the moment. Each dome removes the materials from a certain area leaving behind a dull and barren landscape (like Macclesfield).



# Eco Phantoms



In a distant galaxy war raged. Nuclear warheads had left a trail of destruction throughout the planets of the Strax systems. Many worlds had been reduced to wasteland. The inhabitants of these decaying planets tried to rebuild their destroyed worlds but the forces of nature were not on their side. This time the war mongers had gone too far.

Neighbouring systems offered aid to the dying planets. The help was welcome but only delayed the inevitable end. After a year or so contact was lost. For three years nothing was heard from the planets. No ship left or entered the system.

During this period the people of Strax had been planning. Although the aid from their neighbours had been helpful it was unlikely that it would be enough.

The now crippled ruling government could not afford to buy more supplies and there was no way of generating their own. The only asset they had was war machines and they had plenty of them. If the Straxians couldn't generate enough supplies why not just take them?

Their first operation was a complete success, a planet entirely drained of any life giving materials.

Using these fresh supplies a powerful fleet of armed ships was constructed capable of removing life from an entire galaxy. The flag ship Planet Drainer was the largest structure to have ever been built, dwarfing many small moons. War had been launched on all life.

You are the hero in Eco Phantoms. The Planet Drainer has come to Earth and millions of lives are at risk. Someone must stop the monstrosity from reducing the planet to useless rubble and that person is you.

You have hijacked one of the Straxian ships which you must learn how to control while engaging all types of enemy craft. Computer information must be retrieved from the enemies' databanks and then used to reprogramme the main control systems of the Planet Drainer.

There are several crew stations on your ship: The robot bay,

science lab, engine room, passenger hold and the bridge from which you can control the laser cannons and the ship's manipulators. Each has its own specific use and all must be used to their full potential if you are to succeed in your mission.

The bridge is the most vital of the workstations. From here you pilot the craft over the earth's sur-

A C T I O N I N F O

**ECO PHANTOMS**  
ELECTRONIC ZOO £25.99  
TEAM: SPLINTER VISION

The story line for Eco Phantoms offers a new twist to standard strategy games and is very topical in respect of the attention that the environment is receiving at the moment. But how does the game play? The copy protection is a pain in the neck. You have to mess about with a grid and fill in patterns far too often. Overall, the game isn't too bad; graphics, sound and gameplay are all average. If you enjoy exploring and building up your resources with a splash of blasting you may find something interesting here.

## LEAGUE RATING

20 SPACE ROGUE

21 ECO PHANTOMS

22 SWORDS & GALLEONS

ARCADE STRATEGY

## YOU HAVE THE HELM MR SULU

**ROBOT BAY:** You can use robots to explore inside buildings and collect items.

**ACTIVE CANNON:** When things get dangerous there may be no other option.

**LABORATORY:** Use the lab to produce vaccines to protect the crew against virus weapons.

**SHIELD:** If your ship comes under attack your shields are the only protection you have.

**VIRUS LEVEL:** When your ship is hit by virus weapons your crew will drop like flies.

**NAVIGATION INSTRUMENT:** Not only does it show the direction of North but any movement you can make.

**CANNON ENERGY:** Use the heavy cannon to destroy enemy installations.

**LASER ENERGY:** Use the laser to destroy enemy craft and ships.





(Above left) Every time you encounter an enemy craft or installation you will be required to enter a security code. The codes are made from four shapes fitted into a diamond to form the required pattern. Each pattern has to be entered within a time limit so quick thinking is required.

(Above) You can't run the ship by yourself so you must have a crew to help. Keeping them in good health is vital if you are to survive the task ahead. You must also decide who does what work and assign tasks to each of them.

(Left) To venture out of your ship would be extremely hazardous so you must send a robot drone to do the dirty work. This can be used to retrieve computer files or raw materials for your ship.



If the bridge is the brain of the ship, the engine room is its heart. You must keep an eye on the status of the engines and watch out for any faults so that they can be rectified before the ship is crippled.



face. You will come across enemy ships and buildings that contain the vital computer information. The communication panel allows you to gain access to the building but if you alert the enemy of your presence you must resort to the trusty lasers.

After the bridge there is the robot chamber. You have four robots with individual abilities available. These are useful to send on exploration outside the ship to collect the computer files and retrieve supplies for your vessel.

The three other areas of your craft do not have any real effect on the world outside you. The passenger bay allows you to keep a tab on the condition of the ship's crew, the engine room must be monitored to ensure your craft is working to full capacity. Also, the lab has facilities for you to treat victims of chemical and virus attacks from the enemy.

OVERALL  
SCORE  
**75%**

**CREW COMPARTMENT:** Assign tasks to your crew members and check on their condition.

**ENGINE ROOM:** Wear and tear will reduce the efficiency of the power plant.

**MANIPULATOR:** To collect objects nearby your ship use the manipulator.



If you fail to provide the correct security code when you come across the enemy, combat will begin. Using the laser you must hit the centre of the craft as many times as possible before your shields are depleted.



You should always be on the look out for enemy ground installations. They contain the vital computer files that you must retrieve as well as supplies and materials to keep your ship running smoothly.





After searching a fair bit of the landscape you take a quick butchers at your map to see which parts you've still yet to explore. You never know what you'll find.



Once you've completed the first scenario you can have a go at the next, but be prepared because it's a hell of a lot harder. But with a bit of luck you should be able to pull it off.



Just when you thought things were going nicely you bump straight into your opposition. Luckily they're a load of whimps and you'll be able to get a host of victory points.

## ACTION INFO

### LORDS OF CHAOS

BLADE £24.99  
TEAM: MYTHOS GAMES



Although *Lords of Chaos* doesn't have state-of-the-art graphics and sound, it's nevertheless a good little game. At first I found it rather boring, but as I got to understand it better it became totally addictive, and I spent most of the first day (and night) playing it. The only thing that lets the game down is its extremely gaudy graphics that don't do anything for it apart from making it an eyesore. If you were a fan of *Paladin* or *Laser Squad*, *Lords of Chaos* should appeal to you.

### LEAGUE RATING

21 BATTLE CHESS

22 LORDS OF CHAOS

23 HILL STREET BLUES

STRATEGY

# Lords of Chaos

STRATEGY



Have any of you out there played *Paladin* or *Breach*? If you have you've got a basic idea of what *Lords of*

*Chaos* is like. If you haven't, here's a quick description.

You control a lone wizard who is trying to enter a portal that will send him into Limbo. This task would be quite easy to achieve if it wasn't for the presence of some other wizards who have got the same idea and aren't too keen on letting you in with them. But you were never one to give up, and you're going to use all the magic at your disposal to rid yourself of the opposing wizards.

Up to four people can play each controlling their own wizard. Before you can start though you have to create one. You are given 600

experience points which you can use to make him more powerful. The best thing to use them on is spells. There is quite a selection and it's best to get quite a number of them as they are your wizard's main line of defence. Unfortunately he's not a very good fighter, and it costs too much on the XP front to make him better in combat.

The best type of spell to learn is the *Summon* spell. This allows you to summon a creature from another place and get it to help you against the other wizards. These creatures aren't temporary and will stay with you until they die or you manage to find the portal.

But as handy as the spells are you should still keep a small amount of XP to add to your main skills. You can improve your fight-

ing and defending, and also increase your magical power, but the better you get at a skill the more it will cost you to make it that little bit better.

Once you've used all your XP it's time to start the adventure. The various scenarios can be altered so that they can be made easy or hard according to how tough your wizard is.

The idea basically is to make as many victory points as possible in the level by killing monsters and collecting certain objects before you eventually exit the level by the portal that will teleport you into Limbo. Up to four people can participate, each controlling a wizard.



OVERALL  
SCORE  
79%

Swords are all very nice but you can't compare them to a decent spell, and that's what you're going to need in this game. Unfortunately, they do cost rather a bit so you're going to have to sacrifice quite a few experience points to get them.

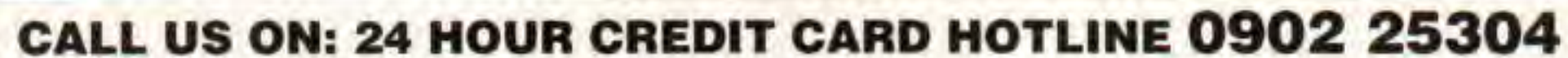
## WEAPONS OF MAGIC



- 1) *Summon*
- 2) *Speed Potion*
- 3) *Strength Potion*
- 4) *Protection Potion*
- 5) *Flying Potion*
- 6) *Invisibility Potion*
- 7) *Healing Potion*
- 8) *Bomb Potion*
- 9) *Flood Potion*
- 10) *Tangle Vine*
- 11) *Magic Fire*
- 12) *Goopy Blob*
- 13) *Magic Bolt*
- 14) *Magic Lightning*
- 15) *Magic Attack*
- 16) *Subversion*
- 17) *Magic Shield*
- 18) *Teleport*
- 19) *Magic Eye*
- 20) *Enchant*
- 21) *Curse*



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Amiga Action 7



# Stellar

# 7



## THE RAVEN COCKPIT

**1) MP THRUSTER:**  
A short powerful forward surge.

**2) CAT'S EYE:**  
Powerful scanner that can detect cloaked vessels.

**3) RC BOMB:**  
Detonates when a vehicle approaches within 12 meters.

**4) JUMP THRUSTER:** Gives a sustained vertical lift for several seconds.

**5) SUPER CANNON:** Allows rapid firing without a reload

**6) EEL SHIELD:** Makes ramming a really effective manoeuvre.

**7) INVISIO CLOAK:** The enemy will be unable to track you.

**OBSTACLE:** Blocks line of sight and firing arcs as well as providing some cover.

**CLOAK INDICATOR:** Glows white when your cloaking device is operative.

**SYSTEM:** Indicates the star system you're battling to free from the Arcturan grasp.

**ENEMY VEHICLE:** The enemy have filled the skies and land with combat vehicles.



**TARGETING COMPUTER:** The cross hairs indicate the impact point of your next shot.

**SCORE:** The more you shoot the bigger it gets.

**SHIELD LEVEL:** Each shot that the enemy fires will reduce your level of protection.

**RADAR SCREEN:** A 360 degree radar shows the position of the enemy in your area.

**CANNON LOADED:** Indicates when the next shot is loaded and ready to fire.

SHOOT 'EM-UP



Raf Torrin stood to attention on the command bridge of the Arcturan Navy's flagship, Death Bringer. With nervous apprehension the commander waited for his master to turn his attention toward him.

All around navy personnel rushed around the large battle cruiser going about their tasks under the watchful eye of the Supreme Overlord of the Arcturan Empire, Gir Draxon. On the monitor screens data regarding the Sol system, and in particular the planet Earth, flashed and without feeling predicted the untimely demise of the Human Race. Gir took a final look at the readings and then turned toward his subordinate.

"Sir, the fleet is now fully prepared and is able to enter warp space on your command!"

"Excellent Commander, you have served me well. Give the order to begin the attack. We will crush the Terran scum with ease and the Earth will be ours! Ha, ha, ha ..."

Gir's laughter fades into the distance as he strides from the bridge. Soon another system would come under his rule, joining the already large list of planets subjected to his tyranny.

Our only defence against the mighty Arcturan fleet is an experimental combat vehicle nicknamed the Raven. As its designer and pilot, you will have to take it into battle untested. The wolves are at your door and you must go out and face them if mankind is to survive.







From the ground you are being attacked by a laser armed Sand Sled and from the sky a Skimmer pounds you with shells from its cannon. The obstacles in the distance will provide some much needed cover but will you make it that far?



Your shields are terminally low and a tank is sitting right on top of you. The Prowler is equipped with an Eel Shield which can crush your vehicle when rammed. Only luck will save you now.



When you have dealt with the enemy vehicles present in a particular system you will then have to face the Guardian. Each is different and to defeat them you will have to discover their weaknesses.

The game is divided into seven sections. Each represents one of the systems that you will have to come through to reach Arcturus. If you are to proceed to the next section you will have to eliminate all the forces on the present world.

The enemy is equipped with a

plethora of war machinery to halt your progress. At the bottom of the range there are lightly armoured Sleds equipped with lasers, through Prowler Medium Tanks to Heavy Assault Vehicles. In the air Skimmers and Stingers swoop down on you, bombarding your position as they go. All are supported by a range of automated weaponry that home in on your craft and detonate on contact.

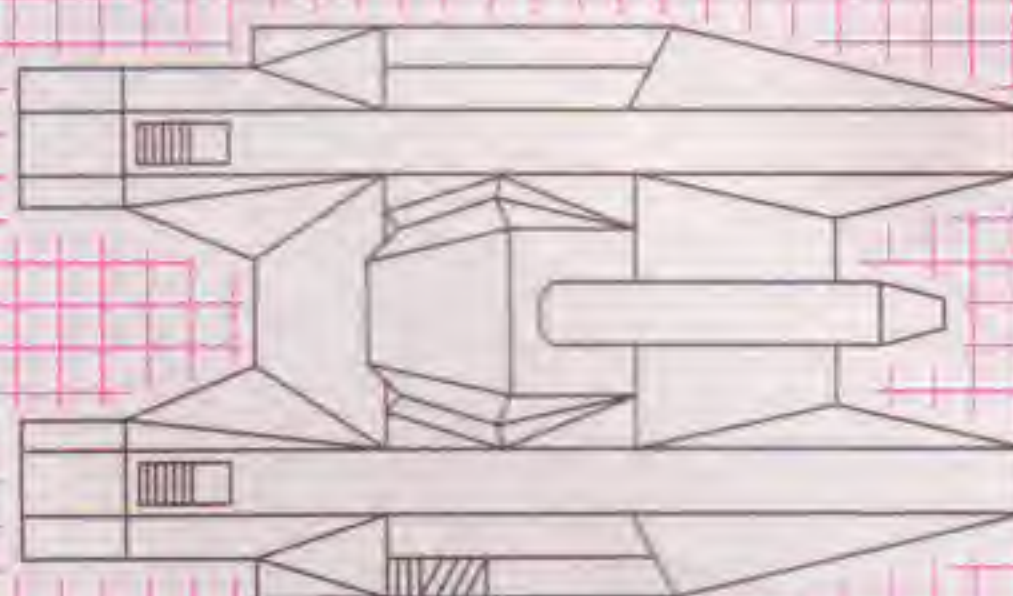
The Arcturan's ace card must be their Guardian command vehicles. Each is a death-dealing giant. Equipped with varied weaponry and heavily armoured they are the biggest threat you will face. They are all different from each other and learning their characteristics is your only chance of victory. These gigantic monstrosities strike fear into the stoutest of men but all have a single weakness and once you discover their achilles heel destroying them should be simple. If you survive that long.

The supplies that your craft can carry are depleted as you battle. To refresh them you will need to collect the power modules that some enemy vehicles drop when eliminated. If, for example, you destroy three Prowler tanks the pod that is deposited will replenish your shields. Experience will teach you which vehicles to destroy to gain which bonus.

You have the most powerful warmachine ever built by mankind at your disposal but will you be able to stop the Arcturan threat?

OVERALL  
SCORE  
**87%**

## THE XCV AGL-2 COMBAT VEHICLE



The XCV AGL-2, nicknamed The Raven, is equipped with the most advanced technology Ter-ran science has ever assembled.

Propulsion is achieved by means of a Anti-Gravity Generator. The AGRAV allows the Raven to sustain a clearance of one-half meter from the ground. This ability also allows the Raven to carry heavier defensive weaponry than conventional assault vehicles without sacrificing speed.

Standard issue equipment includes Protonic Shields capable of absorbing most forms of energy including heat, kinetic and radiation. Offensive weaponry comes in the form of a Bi-Phasal Thunder Cannon. It fires shells armed with limited

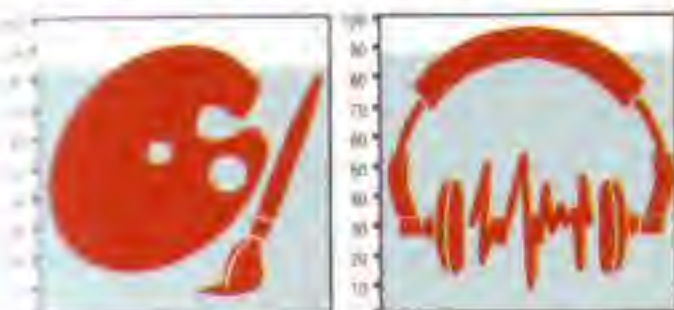
nuclear warheads capable of penetrating thick armour.

The Raven also carries a selection of power modules that greatly enhance its capabilities. Utilities available include Invisio Cloak Generator, Eel Shield, Super Cannon, MP Thruster, Cat's Eye Detection Systems, RC Bomblets and Jump Thrusters. The pilot should use the power modules sparingly as only limited supplies are carried.

Although the Raven is the most powerful weapon built it is not indestructible. The energy reserves must never reach depletion for without power the shields will fall and the ships delicate hull will be exposed to enemy fire. One direct hit on the Ravens hull and the craft will be destroyed.

### ACTION INFO

**STELLAR 7**  
DYNAMIX £25.53  
TEAM: SYLE & LUKASZUK



Stellar 7 reminds me of that golden oldie Star Glider. The gameplay is very similar in style but with the advancements in technology that have been made over the years its presentation is far better than the predecessor. The intro sequence is outstanding and the digitised speech almost blows your socks off. The gameplay could have been tedious if it wasn't for the addition of the guardians which inject new life into the game. Good graphics, excellent sound and brilliant gameplay. Worth buying if you are an action fan, especially if you stayed up to the small hours playing Star Glider.

### LEAGUE RATING

13 STRIDER II

14 STELLAR 7

15 BATTLE SQUADRON

SHOOT 'EM UP

## FUTURE MILITARY POWERS: THE ARCTURAN EMPIRE



**SAND SLED:** Light vehicle restricted to use on planets with a sandy or icy surface.



**ASSAULT TANK:** Heavily armoured tank equipped with a rapid firing medium cannon.



**LASER BATTERY:** High powered laser capable of inflicting massive damage but unable to move.



**PULSAR:** Recently deployed Arcturan robot unit about which little is known.



**PROWLER:** Medium tank equipped with a light cannon. Possesses Eel Shields.



**HOVER CRAFT:** High-speed vehicle but only lightly armoured.

**FUELLING STATION:** Docking with the fuel bay will replenish the Raven's energy level.







# Jahangir Khan

SPORT SIM

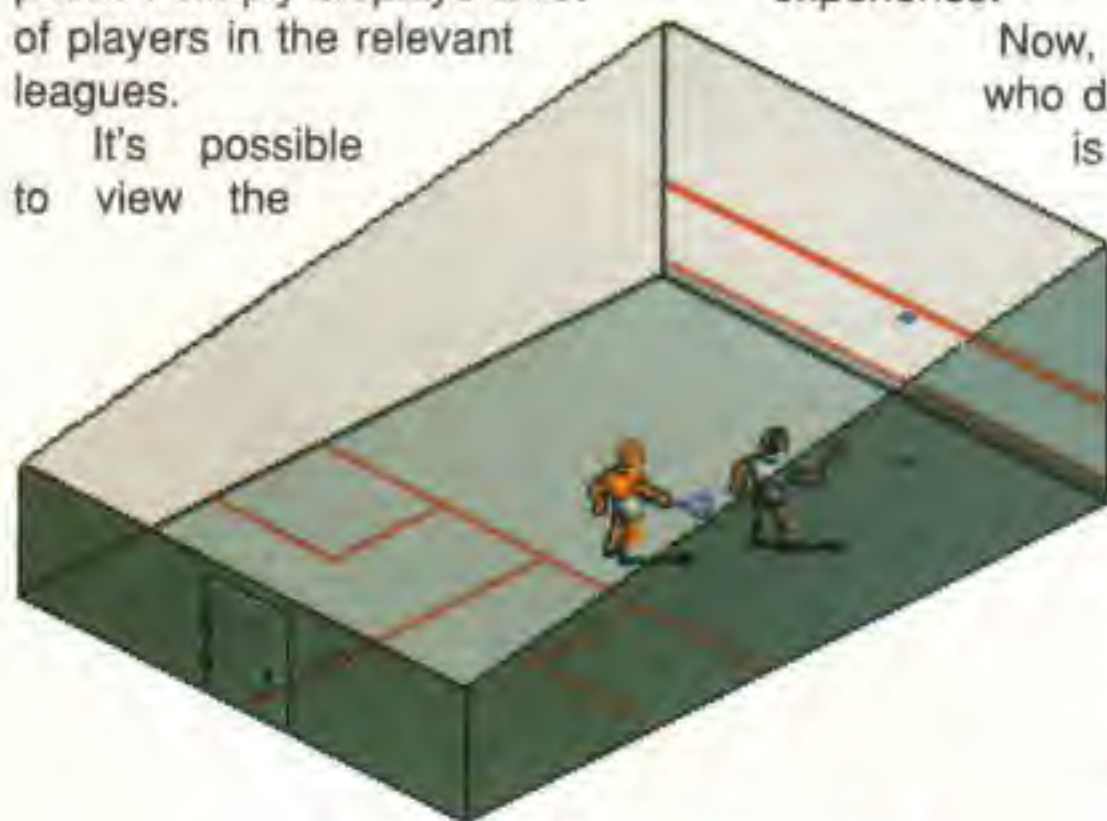


Jahangir Khan is one of the most successful sportsman in the world today. This is hardly surprising really, considering he has won every squash title in the world and hasn't lost an international match in the last six years.

World Championship Squash is a combination of arcade action and managerial strategy. You can decide, as the player, to take part in either a fully fledged league based tournament, or go for the excitement and glory of a knockout cup competition. Each allows as many human players to participate as possible.

Depending on which competition you choose will decide the layout of the managerial screens. For instance, if you select the knockout, the players' names are displayed down the left of the screen and all the match scores are staggered down the right to display a route to the final. The league competition simply displays a list of players in the relevant leagues.

It's possible to view the



The whole of the squash court is displayed in full isometric 3D with the two nearest walls being transparent to allow you to view the action and the players at all times.

statistics of any player, the overall ability of which, is made up of five strengths: Speed, fitness, touch, judgement and tactics. For the human player the last two are determined by your own ability and the first three increase as you gain experience.

Now, for those of you who don't know, squash is played on a rectangular shaped



Jahangir Khan's record speaks for itself. In the last six years he's never lost a match and has played in over 500! He currently holds every world squash title.

court, divided into two halves. The back half is then divided into two extra sections and each contains a service box.

The court is also surrounded by walls, with the distant wall marked with a horizontal service line and another parallel line just above the floor. When the ball is served it must be hit above the top line and land in the opponent's half of the court. The ball can bounce off any number of walls before it's hit, but it must never hit the floor more than once.

The first person to reach nine points is the winner, although you can only win a point if you served the ball.

The joystick is used to control the player's positioning and the shot type. When the fire button is pressed your player will attempt to

## ACTION INFO

### JAHANGIR KHAN SQUASH

KRISALIS £25.53

TEAM: A. WARE, S. PASHLEY & S. HOLLINGWORTH



Surprisingly, the home computer has never been graced with a decent squash simulation. At last squash fans and sports sim fans alike have something to enthuse about. Krisalis have produced a gem, that combines the managerial and playing side of the game. Thankfully, the emphasis is on the arcade section so it's possible to avoid the sometimes tedious managerial side of things. Admittedly though, the control system does take a while to get used to, but once you've mastered it, prepare to take part in a thoroughly playable and entertaining simulation.

## LEAGUE RATING

16 PRO TENNIS TOUR

17 JAHANGIR KHAN SQUASH

18 GRAND MASTER SLAM

SPORTS SIMS

hit the ball. Pushing forward with fire will define a power shot and pulling back a drop shot. A combination of each shot type can be determined by using the joystick diagonals.

OVERALL SCORE  
84%

# World Championship Squash



(Left) To serve the ball you must stand in the service box and hit the ball above the top horizontal line (the cut). To avoid a foul service, it must also land in the opponent's half of the court.



(Left) Each player's ability is determined by five strengths that are increased with each victory in a tournament match. For human players the last two abilities are determined by your own ability to play.



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Study your mission briefing well, as it will tell you what you are carrying and where you must take it. Without this info you'll probably do just as well anyway!



At the end of each level you drop off your cargo, count your money and cuddle a scantily dressed woman. What more can you ask for (well, quite a bit if you're female)!



Once you make it to the tunnel you know that you're also at the end of the level. Let's just hope you don't run out of fuel at this stage.

## THE SHADOW'S FORCES

The Shadow's men have quite a bit of fire power, and they're all out to make your mission as hard as possible.



The yellow speedboat is the most common assailant, but it is easy to avoid or destroy.



Similar to the speedboat, the jetskis don't cause much of a problem. But be careful!



Each time you die and lose your cargo, the Shadow's plane will swoop down and try to steal your precious shipment.



In the later levels a helicopter will fly overhead and drop attacking men on top of your boat.



The bomb dropping zeppelin appears every now and then. Fortunately it's fairly easy to avoid its bombs.



This boat is pretty nasty. Passing in front of your Hydracraft it launches a number of bombs in your direction.

SHOOT 'EM-UP



The future is bleak. We are doomed to live in a world where terrorists rule the seas and skies, killing anyone who dares to enter their domain.

But there are a select few that dare to trespass on such dangerous ground. These are the group of men that courier special top-secret packages from government to government, battling the many forces that assail them – the forces of the Shadow. The best of these men is feared by even the Shadow himself. No one knows his real name, but some know him by his code-name – Hydra.

In Hydra it is up to you to control your high-tech Hydracraft through the barren waters guarded by the Shadow's men. In each of the game's nine missions you have to take a certain special cargo to a secret destination. These cargos can range from deadly mutant virus strains to the Queen's Crown Jewels.

But even though the Shadow's forces are out to get you they will not be your main enemy – that is on board with you. Your Hydracraft will drink a lot of fuel as you make your way through each level, and if you run out of it, that will be the end of the game.

Your Hydracraft is equipped with a machine gun at the front that can quite effectively take out the enemy. However, this machine gun is not the only thing you've got tucked in your belt. The Hydracraft has also got a number of special weapons. The Uzi is the one that is used most and will send out a stream of bullets from either side of your craft. You've also got a couple of Nukes, each capable, for a few seconds, of destroying everything that enters the screen.

You can buy more special items in a handy shop at the end of each level, but to do this you have to collect the money. There are two ways of achieving this. The first is quite easy: As you race to get your cargo to its destination you will see a number of balloons scattered about, each with a bag of money tied to the bottom. Collecting these will give a small amount of cash to add to your savings. However, some of these balloons are up in

# Hydra

the air, but by using a booster you can take off and collect the floating goodies.

The second way is in the bonus stages. These contain any of the Shadow's men, but they do contain loads of money and fuel. You can really make a mint in a bonus stage, and you'll need to if you're going to buy anything in the shop.

Fortunately at the beginning of each mission you have the choice of being able to advance three levels, saving you having to play through the same old levels over and over again. But take care because these later levels are pretty tough.

OVERALL SCORE  
**70%**



(Above) Fuel is your hindrance in this game. If you're to get very far you need to shoot loads of the enemy and collect the fuel canisters that they drop. (Below) Your boosters can come in very handy. If you get into any trouble just hit the spacebar and launch yourself into the skies and out of trouble.







Each time you get killed you lose your cargo and it is immediately picked up by the Shadow himself. You'll have to shoot him down and get it back pretty quickly if you want to be successful in your assignment.



How do you get hold of all that precious cash. Well, among all the carnage and fighting you occasionally come across these lovely little balloons which very conveniently have bags of money tied to them.



Before you enter the shop you need to get hold of as much money as possible. So to give you a little help there's a bonus stage on each level crammed to the brim with bags full of cash. You'll be able to buy a few weapons now!



On the bonus levels you need to collect as many balloons as possible, but if they're in the sky how can you get them? Luckily there are a few handy ramps present.

## WEAPONS GALORE!

Well, in fact weapons aren't the only items you can buy from the shop, but they look a lot nicer.

**FLAMER**  
\$5000

The Flamer is a particularly nasty weapon, but it doesn't last very long, so don't get trigger happy.

**HOMER**  
\$10000

If the enemy is far off in the distance, launch a Homer and let it do all the hard work for you.

**UZI**  
\$10000

The Uzi is quite effective and sends bullets blazing from either side of your Hydracraft.

**FUEL**  
\$20000

Ah! The source of life, or at least it is in this game. This can be quite a clever investment.

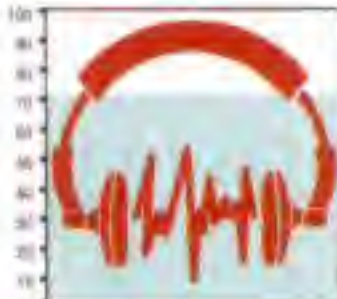
**SHIELD**  
\$5000

The shield is cheap and good. It lasts for a few seconds, and you can use it about eight times.

A C T I O N I N F O



**HYDRA**  
DOMARK £24.99  
TEAM: ICE SOFTWARE



I've seen quite a few boat games in the same ilk as this and none of them has managed to impress me, or anyone else. On an initial inspection the game is quite nice with fairly nice graphics (even if they are a bit repetitive) and quite good sound, but when it comes down to it the gameplay leaves more than just a little to be desired. It becomes boring very quickly and there is hardly any variety to the product. Hydra isn't one of Domark's better games, and not one I would recommend.

### LEAGUE RATING

60 QUARTZ

61 HYDRA

62 OUTLANDS

S H O O T ' E M - U P

## 00-HYDRA: LICENCE TO KILL

A hero's life isn't all it's cracked up to be, unless of course you're playing the part of James Bond where you get to hit the world's best night spots and go to bed with any woman who so much as glances in your direction.

Anyhow, where is all this leading? I hear you ask. Well, if you want to have a try at being a hero just answer the following question to win a free copy of Hydra to add to your collection of games. In which James Bond film did 007 recklessly drive a speed boat down some alligator infested rivers?



The first correct entry received by us wins the prize. Send your answers to:

Amiga Action Hydra Compo,  
Europa House, Adlington  
Park, Macclesfield SK10 4NP.





A long time ago, in a bedroom far, far away a young man named Paul

Woakes started to design a game. Little

did he know the acclaim it would receive, and how it would go down as one of the great old games of the C64. Released well over five years ago it was a sensation as soon as it hit the shelves.

Although Encounter was fairly basic in idea, it broke new barriers in programming. With numerous objects spread across a huge, and in fact endless play area, the game still managed to move at a great speed; something that was very rare in those days. Almost this alone sold the game! It was the start of Paul Woakes impressive career, and one that would carry on amazing the public.

Encounter is a very simple game. You control a small space-ship that moves around a large playing area full of tall cylindrical obelisks. Every now and then within this large area an alien will appear and attempt to destroy you by pumping circular laser bolts in your direction (they're always on target unfortunately). Of course, you can shoot back, and once you've killed a handful of these aliens you'll be able to leave and journey to the next level.

However, this journey is very dangerous as you will have to fly through a meteor shower. If you make it through to the other side you will enter the next level and start the action all over again, except it's slightly harder this time.

OVERALL  
SCORE  
61%



(Left:) This is what every level looks like, except that the backdrops change slightly – well, just the colour really.

(Below) Just when you thought it was all over a missile comes hurtling towards you. Put your ship into reverse and shoot it as quickly as possible.



# Encounter

## ENCOUNTER: FIVE YEARS ON...

Well, if you've been around long enough to remember the original you won't notice many differences between the two games. They could at least have used a few flash graphics or something to tart it up.

- 1) Score
- 2) Aliens remaining
- 3) Lives remaining
- 4) Game Level
- 5) Missile Indicator
- 6) Alien Indicator
- 7) Radar
- 8) Obelisk
- 9) Pulse Laser Sight
- 10) Alien Craft
- 11) Smart Bomb Indicator



### ACTION INFO

**ENCOUNTER**  
NOVAGEN £20.42  
TEAM: PAUL WOAKES



I remember buying a copy of Encounter on the C64 when it first came out, and what a good game it was. But unfortunately, now it just can't compete with today's standards. It is quite addictive at first, but after one go (which lasts for ages) you'll have already got bored with it because it's just too easy. Hardly any updating has been done to the game, and although it's quite nice to hear the music the way it was on the C64, it's not that nice! The game is far too repetitive and is not good enough to stand up to today's shoot'em-ups. OK if you like to rake up the past, but that's about it.

### LEAGUE RATING

75 PREDATOR

76 ENCOUNTER

77 WARP

SHOOT 'EM-UP



Even when you've completed the level, you still got to travel to the next. One collision with that debris and you'll have to do the previous level all over again.

## CLOSE ENCOUNTERS OF THE ACTION KIND

After we've finished all our hard work here at Amiga Action we usually sit around with our feet up, drinking cocktails and talking a right load of cow droppings. But these conversations do make us laugh as we usually end up taking the mickey out of the various people that work around the office, and mostly ST Action.

Well, the other day we were busy taking the Michael out of the ST Action team by trying to find tunes that matched them most. Jason Dutton ended up getting the Munsters theme, mainly because he looks like Herman Munster's Siamese twin. But what we want you to do is think some up for the AA team. There are a few copies of Encounter up for grabs for the funniest.

Send your entries to: Team Tunes, Amiga Action, Europa House, Adlington Park, Macclesfield SK10 4 NP.



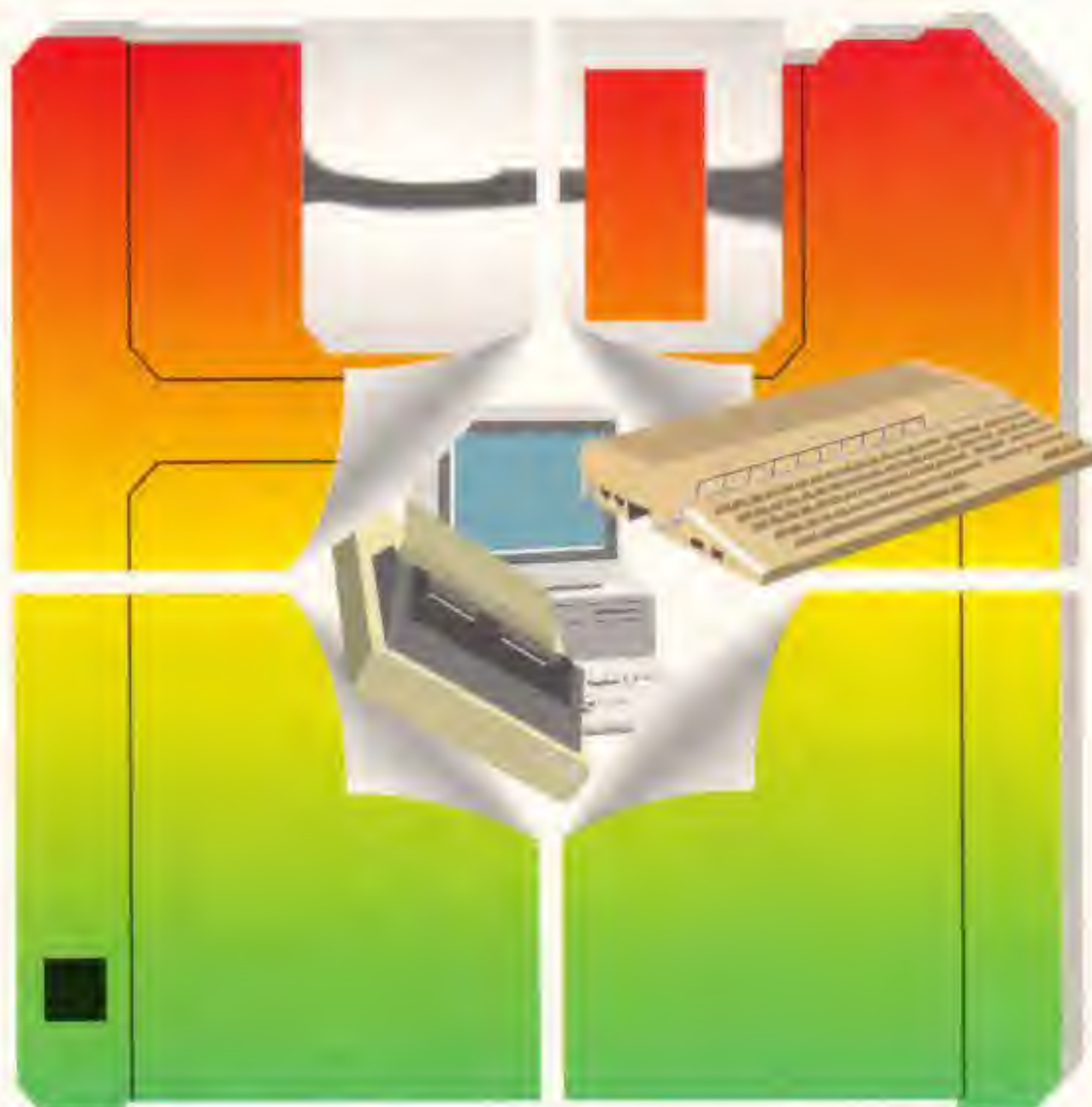
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The year is 11590. A small planet by the name of Ether, which lies on the border of the Galactic Empire has been at civil war now for around three years. A unscrupulous adventurer called Voltar has grasped the majority of power. He has declared the secession of Ether and is out hunting for the people who remain faithful to the leaders of the Empire.

An investigator must be sent to Ether and return with a full report on the current situation. As a leading officer for the origin of the Empire, Sersec, you are the person chosen to take on this highly confidential and dangerous mission.

Before returning home, you must uncover the reasons and the secrets behind this atrocious war. To do this you'll need support. As most of the population have been taken over this is not going to be easy. Luckily, the Teknos, the Merchants and a certain type of extra terrestrial have remained faithful and have pledged their support in stopping the war. Firstly, though, you must find them and hope that they'll recognise you.

On Ether, human life is confined to the inside of a Fornec. This is used to get you around the planet and sustain life by providing food, water and oxygen. The Fornec is propelled by anti-gravity and adapts to most environments. Although it's designed to withstand enemy attacks, there are plenty of weapons carried on the planet that are capable of piercing the Fornec's armour.

The game is played from inside the Fornec. In front of you is a view into the outside world which is displayed in full 3D. Left and right movements on the mouse rotate the craft and the left mouse button thrusts you forward. To access the control panel you must press on the right mouse to reveal a cursor. This can be moved around the panel to select the various controls and instruments.

The key to the game is object manipulation. As you explore the planet you'll be able to take aboard and use various weapons, radars and armour. By clicking on another Fornec you can communicate with other people via a go-between person.

The planet is populated with no less than 80 species of animals that fulfill a normal evolution cycle. This includes the following process: Birth, increase in size, grow old and eventually die. Some of the animals are friendly and can be tamed to help you on your mission. But others are aggressive and must not be approached.

OVERALL  
SCORE  
**69%**

# Galactic Empire



The intro sequence at the start of each game displays your arrival on the planet Ether. The charred remains of an innocent civilian and the burning buildings give some idea of your task.



(Left) Just as you try and progress through customs a soldier moves in to attack. A good time to use your stunner.

(Right) You're not limited to the view from inside the Fornec. It is possible to switch on the camera that's fixed to the rear of the craft and watch the action from outside.



ACTION INFO

**GALACTIC EMPIRE**  
TOMAHAWK £25.99  
TEAM: F. NEDELEC



Galactic Empire is a complex game and one that you'll have to invest time getting into. The manual doesn't help this problem either as it tends to waffle on about minor details rather than get to the objectives of the game. Unfortunately, we are subject to even more disappointment once the action begins. Although the graphics are fairly smooth, they update slowly and only appear visible when you're literally on top of them. If you enjoy exploring games then Galactic Empire may appeal. But due to the lack of visual effects and atmosphere, I'll be very surprised if it does.

## LEAGUE RATING

31 XIPHOS

32 GALACTIC EMPIRE

33 DEFENDER OF THE CROWN

ARCADE STRATEGY

## CONTROLS FOR PILOTING THE FORNEC



- 1) Comms window
- 2) Armour control
- 3) Get object
- 4) Discard object
- 5) Weapon inventory
- 6) Object inventory
- 7) Ammo counter
- 8) Object control
- 9) Energy counter
- 10) Heat counter
- 11) Oxygen counter
- 12) Compass
- 13) Radar
- 14) Select radar
- 15) Radar zoom in/out



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G079 Ballrun (War-game)  
G005 Blizzard  
G039 Breakout  
G080 Casino Games  
G202 Castle of Doom  
G077 Cave Runner  
G006 Collosus  
G212 Dragons Cave  
G008 Eatmine  
G063 Electric Train-Set (1 Meg)  
G069 Escape from Jovi  
G009 Flaschbire  
G051 Frantic Friddle  
G218 Games Disk 8  
G219 Games Disk 9  
G012 Gravattack  
G213 Intact  
G052 Jeopard (1 Meg)  
G206 Killing Game Show  
G078 Lame ST Ports (Shoot-em-up)  
G066 Learn and Play 1  
G057 Learn and Play 2  
G059 Marathon Mine  
G057 Marble Slide  
G074 Master of the Town (Superb)

#### GAMES

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G055 Mayhem  
G052 Mechforce  
G017 Mega Games (2 Disks)  
G215 Mega Games (4 Disks)  
G040 Monopoly  
G204 Murder  
G019 Pacman  
G103 Peters Quest  
G022 PD Chess  
G208 Plotting  
G086 Property Market  
G023 Pseudocop  
G065 Quizmaster 2  
G024 Return to Earth  
G084 Rings of Zon (1 Meg)  
G070 S.E.U.C.K. Game  
G083 Seven Tiles (Futuristic 11-a-side ball Game)  
G217 Shapes  
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G060 Snakepit  
G211 Stone Age  
G085 The J.A.R. (1 Meg)  
G076 The Lost Occrest  
G053 Treasure Hunt  
G041 Trek Trivia  
G216 Turricon Playable Demo  
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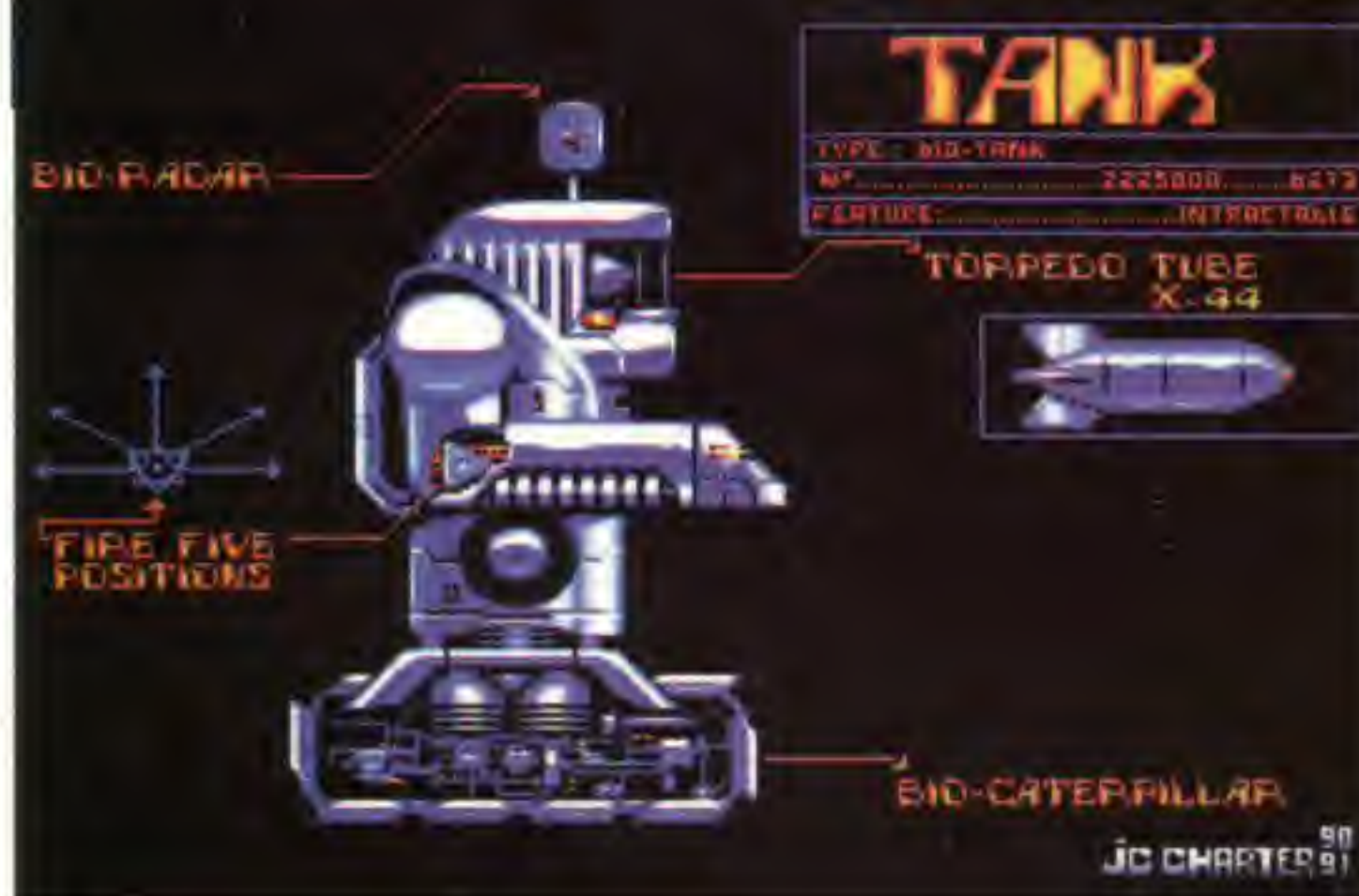
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# WATCH OUT AROD-7 YOU'RE IN FOR A TOUGH TIME!

The Metal Mutant was specially designed for this mission, and the existence of the human race depends on his success. Each of his three forms will need to be used to the utmost so that you can overcome the many opponents ahead and eventually destroy the tyrant, AROD-7.



# Metal



Through-out the years, mankind had explored and reached the very outer limits of space, spreading

his existence. Technology had replaced the process of evolution, for they had discovered a way of combining biological life-forms with very powerful hydraulic robots. This had taken many experiments before this was mastered.

The first prototype was a simple model, whose duties were nothing more than to serve food and drinks at various canteens in work places. However this was of course, only the beginning...

Over the following years man had seen the growing concept of robots doing the work, labouring jobs were to be no more. Man was now able to reach out even further into the universe, until things started to go terribly wrong.

It all started when they were creating cyborgs with highly advanced personalities. The robots now had a mind of their own to decide whether to obey certain commands or not. In short man has now created a new race of life!

The Cyborg's with their new-found intelligence decided they did not want to be slaves any longer, so they began plotting their bid for freedom. They decided on a leader called AROD-7 who was to make all the plans. They began to take away all the important human lead-

ers and replace them with cyborgs. When this was complete they set about enslaving the humans for their purposes, which was achieved using certain drugs on them.

However, not all the humans were enslaved by the tyranny of the ruthless cyborgs. These rebels had set about on creating their own robot to battle against the other cyborgs, known to them as Metal Mutant. When this project was complete they sent it to the planet Kronox to do battle with the evil cyborg empire.

You are in control of Metal Mutant as he ventures through the desolate waste on the planet Kronox in search of the robots' supreme leader - AROD-7. From the very start you will have your work cut out with not only AROD-7's robots trying to kill your Mutant, but the inhabitants of the planet itself will be out to get him.

The Metal Mutant has been sent on this mission for one reason. He has the ability to transform into three different robots and adapt to his surroundings. The first form the Mutant can take is that of a normal humanoid. This is his most agile form of the three and will enable him to jump swamps and climb to ledges that would otherwise be unreachable.

The second is that of a prehistoric dinosaur. This shape is quite powerful with jaws that can penetrate solid steel and fiery breath







# Mutant



Interfacing with computer terminals can get you quite a few handy extras to use against the enemy. But be careful because not everything is to your advantage.

that will scorch the planet itself. But by far the most deadly of the three is the tank. Although small and slow this form is armed to the teeth and can blow away anything with its high powered laser.

But even though the Mutant has got a whole host of different weapons and extras to help him on his mission he still has room for a

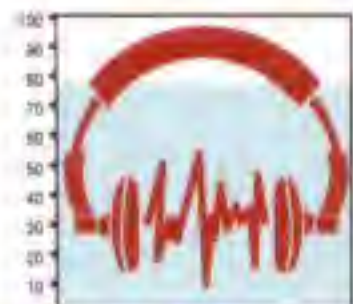
lot more. While searching for the infamous AROD-7 you will come across quite a few extras for the Mutant and all of them will be needed if you are to succeed in your mission. Will you have the skill to overcome all of the enemy forces.

OVERALL  
SCORE  
**85%**

A C T I O N I N F O



**METAL MUTANT**  
PALACE £24.99  
TEAM: SILMARILS



After playing our mega coverdisk demo last month I couldn't wait to get my hands on Metal Mutant, and now that it's here and just can't put it down. The graphics are great and really atmospheric, backed up by superb sound FX. The gameplay is better than the demo version and is set at just the right difficulty. The save option is very handy, allowing you to store the game each time you replenish your energy. Metal Mutant is a game that is both original and playable, and definitely worth getting.

## LEAGUE RATING

12 SWORD OF SODAN

13 METAL MUTANT

14 CHAMBERS OF SHAOLIN

B E A T E M U P



## SOMEWHERE IN THE DESOLATE WASTES OF KRONOX



ZONE: 10 KRONOX - ZONE  
LENGTH OF JUMP: 100  
SCORE: 10000

The swamp was just a bit too long and your Mutant didn't manage to jump across. But as he sinks into the murky depths he fires a grappling hook and pulls himself to safety.



ZONE: 10 KRONOX - ZONE  
LENGTH OF JUMP: 100  
SCORE: 10000

Ah! even the metal Mutant needs a top up every now and then. When he's taken a few hits, place him under the handy recharger and restore him to perfect condition.



ZONE: 10 KRONOX - ZONE  
LENGTH OF JUMP: 100  
SCORE: 10000

As your Mutant get closer to the base things start to get gradually harder. You're going to have to be really cagey from now on and make your kills quick.





Wandering through the wilderness you come to a large bridge that spans an uncrossable river. Li-kuan guards are guarding it and you'll have to kill them if you want to pass.



Oh no! not more monsters. I've seen these about 50 times already, and that's just in this game! It must be said that there could have been a bit more variety.



After you've won a fight you can sometimes find some helpful items. These can be used to heal your character if he has been hurt or kept until he needs them.

# Heart of the Dragon

ARCADE ADVENTURE



Games come in quite a few different categories such as shoot 'em-ups and adventures. But a lot released nowadays fall into a sub-category like arcade adventure. This is where Heart of the Dragon belongs, but it is quite different to anything that you will have seen before.

The idea of the game is to guide your two characters (both controlled by humans, or one computer controlled if you want) as they attempt to find Li-Kuan, and before he manages to cast an evil spell and take control of the world. Many battles will have to be fought along the way, and you will need to use all your skill to survive.

The game has two independent styles. The main one, and the one that you will see most, is the adventure side. Using your joystick you control the two



characters (a fighter and a magician). You must guide them through the land in search of the evil Li-Kuan, a tyrant who is attempting to take control of the world.

On the other hand there is the combat section. Each time you encounter a group of enemy soldiers you will be placed in a combat screen where you will have to do battle in true beat'em-up style.

These battles will be very dangerous, and your characters are bound to get quite a few wounds. However, you can find and buy healing potions that will restore some of your character's strength. Magic zappers can also be collected and these will help you defeat the numerous monsters you will encounter.

The two characters fight in slightly different ways. The fighter, Tommy Lee, uses martial arts. He knows a fair number of moves, each of them very effective.

However, he is only good for close fighting and has no form of ranged combat. The magician, Master Chi, on the other hand is brilliant in ranged combat and can attack his opponents with a barrage of psionic blasts.

But this is not Master Chi's only skill. The magical little chap also has the ability to levitate which can be used to get him out of the action and into safety. Combine both of these skills and you have one awe-

some character that can deal with the toughest of monsters.

But even with their combined forces and magical powers will Tommy Lee and Master Chi be able to overcome the immense forces of Li-Kuan and defeat him once and for all? Or will evil triumph over our team and take over the land?

OVERALL  
SCORE  
**62%**



Both adventure and beat 'em-up styles have been used in Heart of the Dragon. Above we see the adventure part which you use to guide your character around the land. Below is the combat section where you must do battle against the various opponents.



A C T I O N I N F O

**HEART OF THE DRAGON**  
ELECTRONIC ZOO £25.99  
TEAM: AVATAR CONSULTING

When the main title screen appeared I got the feeling that Heart of the Dragon wasn't going to be that great. Unfortunately, I was right. The adventure part was very poor - I had searched most of the game within just a couple of goes. As for the fighting well, it's awful. It's just a point of seeing how fast you can hit the fire button. The graphics and sound are no better either. Heart of the Dragon is not a very good game. It becomes repetitive quickly, and is certainly not recommended.

**LEAGUE RATING**

65 3 STOOGES

64 HEART OF THE DRAGON

62 MICKEY MOUSE

ARCADE ADVENTURE



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The sea is not a safe place and many errors can end your quest. Whether you are the victim of a pirate attack or have just made a navigational mistake you can be reduced to traversing the oceans in a barrel!

(Right) Any game that involves pirates wouldn't be complete without buried treasure. On your travels you will pick up rumours about likely hiding places for chests of gold coins.

(Below) You may be a sea-faring type but if you are to survive you will have to visit a port at some time. You will make most of your money by carrying passengers and trading with the locals.



ARCADE STRATEGY



Avast there ye land lubbers, take a seat and listen to this old sea dog's tale of the evil pirate Varisco and his ter-

rible sea-faring deeds.

The islands of the Red Coral Sea were a happy haven for the population of fishermen and traders who lived in peace with their neighbours. Under the reign of a fair and beautiful queen they thrived as never before as she maintained harmony amongst all the villagers.

But one terrible day a band of pirates entered the region. Led by an unscrupulous adventurer named Varisco they easily managed to force the islanders into submission. They imposed taxes and levies, murdering all those who resisted. The queen was cruelly imprisoned in a cave on Skull Island and a spell was cast to prevent anyone from entering the cave.

It is claimed that there is a way to dispell the magic but it is a mammoth task. The adventurer who attempts to release the queen must first discover five treasures hidden around the islands. Secondly he must vanquish Varisco's forces and finally discover the crystal ball that will destroy the spell. Only then will the queen be free.

Many a brave warrior has tried to release the queen from her prison but all have failed. Today she is still imprisoned upon the island. During the still of night it is possible to hear her cries for help from many miles distant. Untold

riches will be bestowed upon the adventurer who frees the poor damsel so it is no surprise that many brave young men leave to take up the challenge every year, most never to return.

In *Swords and Galleons* you take on the role of a young hero who is about to set out on a quest to release the queen. You begin the adventure with the bare minimum of equipment: A small ship so that you can travel around the islands, a map of the islands and a small amount of money that will enable you to trade and purchase supplies.

As you explore the islands you will come across ports and harbours where you can dock. Trading with the locals, upgrading your ship, taking on passengers, recruiting a crew, making repairs and resupplying are just some of the options available to you.

Trading can be quite a complex affair but there is also a lot of money to be made by the competent salesman. There is a list of different cargoes that can be transported around the islands. Not all ports will buy the items you may be transporting. It is recommended that you check you information to find the best place to sell you cargo.

When you begin your ship



In order to defeat Varisco's ships you will have to face them in combat. In this engagement things are going badly for both sides. You have just lost another cannon to the enemy's crippling fire but if you keep up your barrage you may still be victorious. The gold that the enemy carries will be yours if you win.

A C T I O N I N F O



**SWORDS & GALLEONS**  
THE SOFTWARE BUSINESS £25.99  
TEAM: IDEA

I enjoy playing strategy type games very much and although my first impressions of *Swords & Galleons* were a little disappointing I soon came to enjoy the game and appreciate its good points. Once you have learnt the few keys that are used the control system is easy and simple. My only complaint is the size of the playing area. Within a few hours I'd had a quick scout around the entire area making it possible to complete the game fairly quickly. Despite this it is definitely worth checking out.

**LEAGUE RATING**

21 ECO PHANTOMS

22 SWORDS & GALLEONS

23 CARTHAGE

ARCADE STRATEGY



# Swords & Galleons

is a basic affair with only five crew members. If you intend to take on Varisco's navy you will have to be more prepared. Fitting new sails will increase the manoeuvrability of your craft and allow you to move just that little bit faster. To sink enemy ships you are going to have to buy some cannons, of which there are several types, as well as ammunition to fire. There is also the crew to be considered. The more experienced the crew the more wages you will have to pay them. Applicants range from captains through sailors and soldiers down to cabin boys.

Not all your revenue comes from trading. As all good pirates will tell you there is a lot of cash to be made from treasure. Hidden all over the islands are chests full of

the brim with gold and jewels and as you progress you will pick up rumours as to the locations of some of the caches. While you travel around be on the look out for likely hiding places.

When you have vanquished the evil Varisco's forces and discovered the resting place of the crystal ball that will break the spell holding the queen captive you should move on to Skull Island. From this point you will be on your own. If you are to free the damsel you will have to face the terrors in the cave without the aid of your crew. Just take a deep breath, draw your sword and think of all the shiny gold you'll get when you rescue her!

OVERALL  
SCORE  
**80%**

Buy	Passengers	Supply	Engage	Sails
Sell	Discharge	Repair	Leave	Info

**Puerto S Juan**

← → [ok]

**YOUR MONEY** \$= **5939**

**SHIP CAPACITY** R= **7050**

**DAMAGES** % = **60**

**CREW** # = **10**

**SUPPLIES** R= **212**

**COFFEE**

COFFEE	95
COFFEE	25
COFFEE	500

*This is your ultimate destination, Skull Island. Imprisoned within the caves is the queen of your homeland. To free her you are going to have to defeat the evil Varisco and break his spell with a crystal ball.*



When docked you will have a busy time. You can repair your ship, improve your cannons and sails, take on more crew members, look for passengers, take on extra supplies and make some money by selling your cargo.

Port	Service	Cost	Profit
Port 1	Repair	100	50
Port 2	Supply	200	100
Port 3	Engage	300	150
Port 4	Sails	400	200
Port 5	Passengers	500	250
Port 6	Discharge	600	300
Port 7	Repair	700	350
Port 8	Supply	800	400
Port 9	Engage	900	450
Port 10	Sails	1000	500
Port 11	Passengers	1100	550
Port 12	Discharge	1200	600
Port 13	Repair	1300	650
Port 14	Supply	1400	700
Port 15	Engage	1500	750
Port 16	Sails	1600	800
Port 17	Passengers	1700	850
Port 18	Discharge	1800	900
Port 19	Repair	1900	950
Port 20	Supply	2000	1000

This is Swords and Galleons' version of the stock market. It provides information on which ports are providing which services. Whenever you leave on a journey check this chart to find the best cargo to carry.



Just as in real life darkness will fall and you won't be able to see. If you are brave or foolish you can sail around but you may run aground on a rocky outcrop.

\$ 5469 Damage 42



# DIARY of a game

In this second installment of Diary of a Game, Peter Turcan explains how he has overcome various problems associated with ship movement and nautical realism.

## Monday 18th February:

My current main project is to develop a shipbuilding program to graphically recreate the battleships, cruisers and destroyers of the First World War. The idea is that a complete database of ship classes is fed into this program which then reads the specs and draws the ship. A user can then edit and refine the design until he or she is happy with the result.

## Friday 22nd February:

One clear problem with drawing ships is the screen resolution. When the Shipyard program is running on a VGA machine (640 by 480 pixels) the curves are smooth and the fine detail appears. In 320 by 200 modes the ships, especially those in the distance, appear somewhat chunky. Dreadnoughts should be a program that survives well into the next generation of home computers (which, in my opinion, should all have 1280 by 1024 screen resolution, 255 colours, and run at 60Mhz).

## Friday 1st March:

A research problem mentioned in the last diary, the acceleration and deceleration rates of ships, is solved with some help from my father, a keen yachtsman and nautical buff. Apparently, HMSO has been printing a volume called the Admiralty Manual of Seamanship for well over one hundred years. This is actually still available through second hand bookshops and includes various items of practical advice on how to coal, tow, manoeuvre and otherwise enjoy your own battleship.

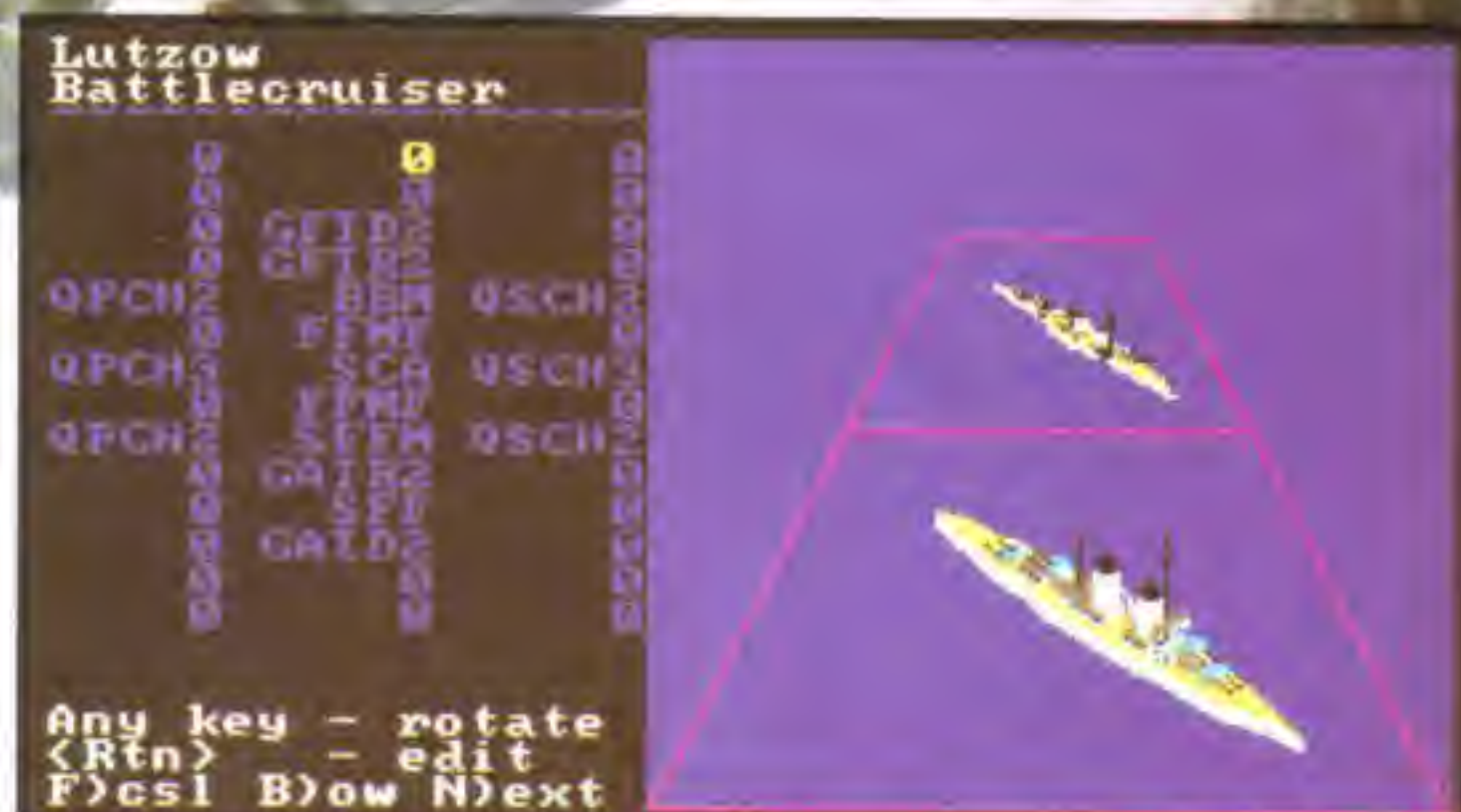
## Tuesday 14th March:

I complete the Shipyard program and write a manual to go along with it. The manual is pretty hefty and it is obvious that any user is going to be forced into becoming fairly adroit with all sorts of nautical terms. Anyone who doesn't know his port from his brandy, or his freeboard from his sail-board is going to get in a real mess.

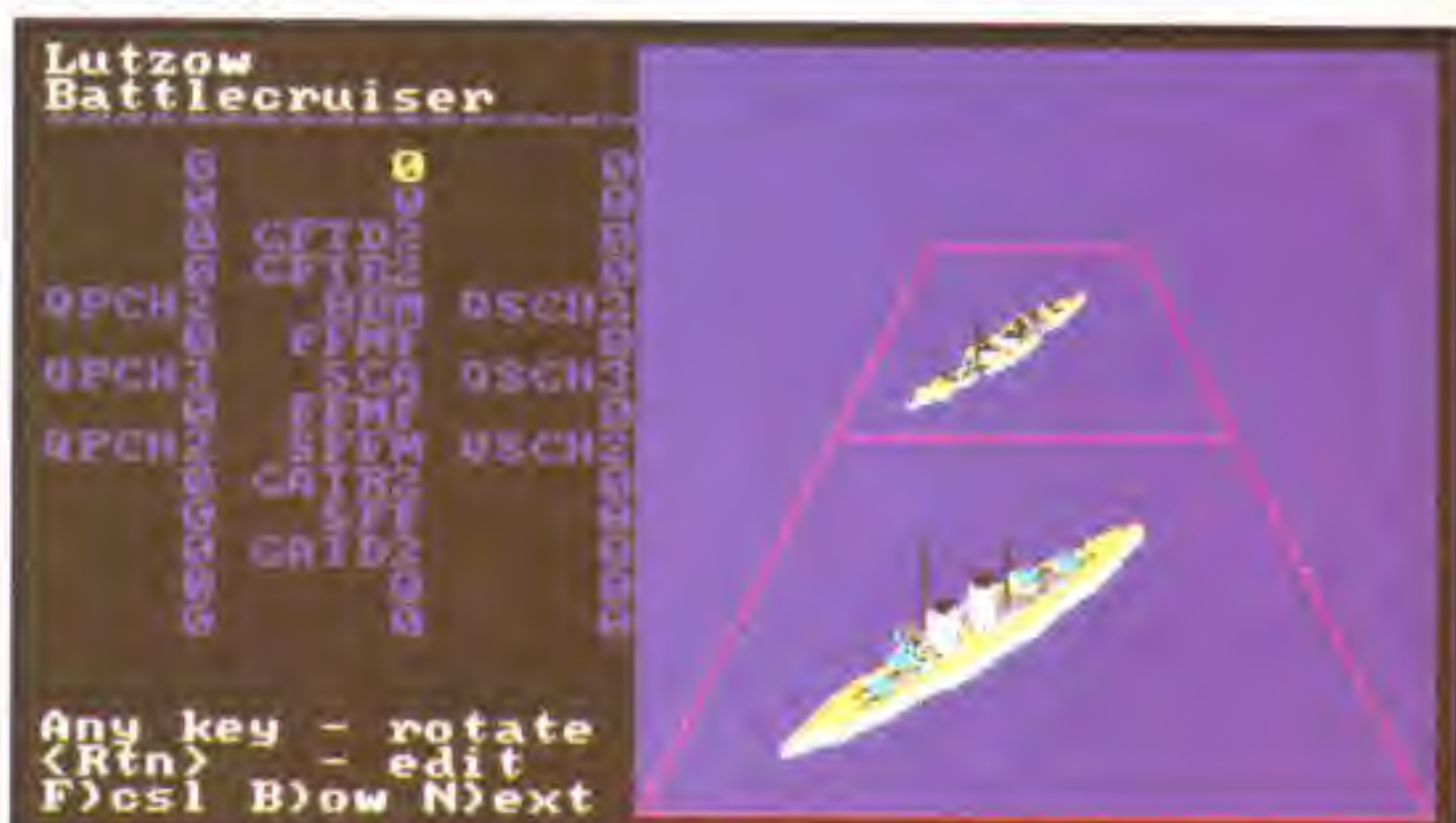
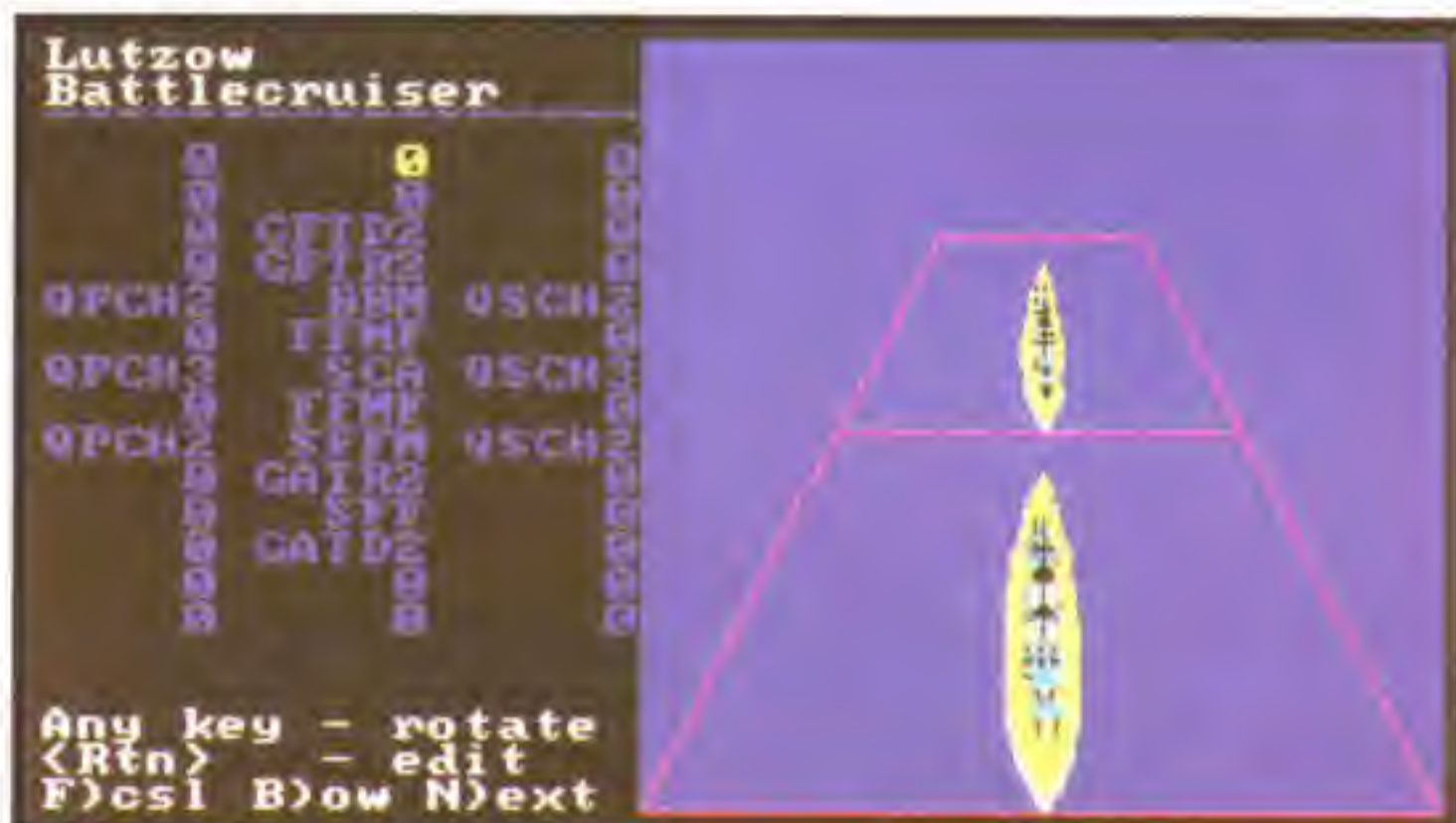
# Peter Turcan's Dreadnought



The Shipbuilder has been written by Peter and uses codes to create the ships. These codes represent 40 foot sections of each vessel which allow him to specify exactly what he wants each one to look like.



Using the information codes set up for each ship, the vessels can be rotated at 45 degree angles. When in the distance, the 3D model is shrunk but the codes remain the same for a greater accuracy.





These weekly spot us some photographs including the beautiful backdrop used on these pages. But, unfortunately, he didn't inform us as to which one was of him. Hopefully we will be able to tell you next month. Who knows, maybe he's a double agent! Perhaps we could use a computer to guess which one he is.



# Thoughts



## ATTACKING IN ALL DIRECTIONS

Using the Shipbuilder program, Peter can turn or shrink his ships in any direction. All the graphic codes remain the same but the 3D routines convert the image so that it is in the required direction or size.

### Friday 22nd March:

A juicy problem that is going to battle the landlubbers is the use of latitude and longitude (lat-long) for navigation. In the North Eastern area of the globe, the lowest lat-long point is in the bottom left hand corner of a chart (such as the origin in an X-Y axis system).

However, if the battle is to the West of Greenwich the lowest lat-long is bottom right, and if in the Southern Hemisphere at the top of the chart! I will stick with navigating this way as it increases the realism (God help us - Ed)

### Monday 25th March:

I've made one simplification on the use of lat-long and that is to assume that the distance between lines of longitude are the same the world over (they should converge towards the poles).

### Friday 29th March:

Making ships sail in line astern formation is not as easy as it may sound. To be honest I was never very happy with the formation algorithms used in Armada. I've made the decision that testing and debugging the simulation is so important that a special interface needs to be written for me to watch what is going on. Using this interface it should be possible to refine formation algorithms until the ships move smoothly and sensibly.

### Friday 5th April:

Sailing in line astern is not a case of following the ship in front but instead you follow in its wake. This means that when the ship in front turns, the ship following does not cut across the corner but follows the wake around. I've set up a test program with a load of ships following a leader and sailing round the Channel.

### Saturday 6th April:

The beauty of the line astern algorithms is that they are so mindless that they're extremely rapid and so help solve one of the other criticisms of the Armada program, namely that its thinking is quite slow.

### Tuesday 9th April:

I have modified the ships' movement program to enable them to make emergency turns in case another ship cuts across their bows. Collisions are an important consideration in fleet actions.

### Friday 12th April:

Having solved the problems I set myself with ship movement I've started working on the second stage of the simulation; this will involve the gunfire and, of course, the damage caused sections.

Next month Peter Turcan takes us through the detailed world of the ships themselves and shows just how they were stored and defined. We will also be taking a closer look at the map editor which is used to create the game environments.



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SHOOT 'EM-UP



The year is 1997. Los Angeles is in the middle of its hottest summer on record. Drug gangs from Jamaica and Columbia are out fighting with the police department for complete control over the streets.

A street-wise LA cop, by the name of Detective-lieutenant Mike Harrigan, is to throw himself into the fighting and confusion in an attempt to bring the current situation to an end and ensure that justice prevails in the city.

However, it appears that the drug lords are not the only problem. Undercover agents from the FBI report that behind the chaos caused by the drug lords, there could be something infinitely more evil. Something that remains silent, invisible, invincible and a deadly killer. Nothing on Earth is capable of absorbing machine gun fire, but this thing is!

You play the part of Mike Harrigan in the follow up to the highly successful Predator. If you're a fan of the original movie, you'll probably already know that the sequel is due to hit the cinemas any time and will likely coincide with the release of the computer game.

The game is basically a horizontally scrolling shoot 'em up very much in the Operation Wolf mould. The screen scrolls automatically from right to left displaying the various Los Angeles backdrops.

The bad guys come in many shapes and sizes. Most of them simply run on the screen and open fire while others hide behind crates on the street and lob grenades and knives. Open doorways and windows provide an ideal hideout for many bad guys who fire rockets and throw well aimed spears. Although these cannot be destroyed, you can force them to take cover if you shoot at them.

A C T I O N I N F O



**PREDATOR 2**  
IMAGEWORKS £25.99  
TEAM: ARC DEVELOPMENT



The original Predator, released on the home computer several years ago, was a disappointment. Unfortunately, the sequel isn't brilliant either. Although the game is visually impressive, what really lets it down is the lack of depth and gameplay, as one level is very similar to the next with only the backdrop changing. On the plus side the action is certainly frantic and the update doesn't slow down when the action hots up. If you're a fan of this style game you won't be disappointed. Otherwise, think twice.

#### LEAGUE RATING

31 STAR RAY

32 PREDATOR 2

33 ESCAPE FROM ROBOT MONSTERS

SHOOT 'EM-UP



# Predator 2

A number of people in Los Angeles seem to have no care for their own safety, as in the middle of the most frenzied gunfights they still seem to roam the streets. As you're trying to protect the good guys, it doesn't go down too well if you happen to take out an innocent member of the public with your rocket launcher. If you do inflict such damage, the colour of your badge is faded from top to bottom. If this reaches zero, the game ends with a telling off from a supervising officer.

The Predator, although well camouflaged, can be seen on regular occasions prowling among the backdrops. Although he remains fairly quiet on the first few levels, he does kill some bad guys and fire discs and nets in your direction. Unfortunately, there's nothing you can do to stop him until the final showdown, so it's best to concentrate on taking out the objects he fires at you.

To keep your gun firing, a constant supply of ammunition is imperative, so look out for dropped or discarded clips. Along with ammunition, you can also collect improved weapons with a faster firing rate and greater power. At regular intervals a bullet proof vest can be picked up that boosts your overall energy.

As you progress through the levels the number of people on the streets will increase and the fire power will improve. The fourth level is a final show down with the Predator, so you'll need plenty of ammunition and a decent weapon to stand any chance of destroying it!

OVERALL  
SCORE  
**78%**



At the end of each level a mass of people emerge from inside the enemy HQ. Once the minions have been taken out the ring leader appears who gives much greater resistance.



Beneath the streets of Los Angeles, the violence continues. Many of the crooks simply appear from nearby sewers or jump from the train as it speeds past.



Most of the drug lords are dead or behind bars. Unfortunately though, there's no time to sit back, as your main enemy, the Predator, still roams the streets.



The final conflict is between you and the Predator alone. In his defence he fires nets and throws spears. Luckily though, the last weapon you picked up was the rocket launcher!



**M-203 GRENADE ROCKET LAUNCHER:**  
The most powerful weapon available.  
Wipes out the entire screen.



**.45 MAGNUM AUTOMATIC:** Although the most basic gun available, it does have an unlimited amount of ammunition.

## A POLICEMAN'S ARSENAL



**SHOTGUN MK 2:** A reasonable rapid fire weapon that doesn't use quite as much ammo as other similar models.



**RIFLE MK 3:** A very average, single shot weapon that uses ammunition clips very efficiently.



**ASSAULT SHOTGUN MK 1:** The most rapid fire weapon available, although it's very hungry on ammo clips.



Once again, we'd like to thank all those PD libraries that very kindly sent us in their latest offerings. Judging by the number of discs received, it looks like we'll have no choice but to increase the size of the demos section to two pages. So keep sending in the discs, especially the ones with pretty graphics and lots of nice animations.



# DEMO



**1** Several demos featured on this page were sent in from Crazy Joe's PD library, so special thanks must go out to them. First out of the hat is the Demom's Slideshow Part Three, which contains some excellent still screen shots.

**2** Over the past two months we've received yet another sackful of demos featuring Bart Simpson. This particular one was sent to us from NBS and is certainly the pick of the bunch. It features extracts from the hit single Do The Bartman and several well drawn animations.

**3** 4 Bit Do The Side have set up a new label titled the Junior PD club. The aim of the library is to strip public domain software of bad language and dirty pictures, so it should be of special interest to responsible parents. The Reflections Raytrace demo contains several HAM screens taken from Star Trek movies.

**4** Raytraced Fractals, a Star Wars scroll and several other technically impressive 3D demos can be found on the Phenomenons Enigma demo from Crazy Joe's. Unfortunately though, this demo is not available to half meg users.

**5** If you're one of the many people who enjoyed the famous Juggler demo, the Magician sent to us by Crazy Joe's should definitely appeal to you. Created in Sculpt and Animate 3D, it features a magician juggling with three crystal balls, while being reflected in a spinning mirror. One meg users only.

**6** French programmers, Syntex have been getting to grips with the programming language, AMOS Basic. The demo features various techniques and a multi-layer Shadow Of The Beast style scroll. Available from the official AMOS PD library, you'll hardly believe it was written in Basic!3.

Crazy Joe's, 145 Eiflingham Street, Rotherham, S65 1BL. Tel: 0709 829286

NBS, 132 Gunville Road, Newport, Isle Of Wight, PO30 5LH. Tel: 0983 529594; Fax: 0983 821599

Junior PD Club, 8 Thorold Place, Kirk Sandall, Doncaster. Tel: 0302 887332

AMOS PD, 25 Park Road, Wigan, Lancashire, WN6 7AA. Tel: 0942 495261



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## DEMOS

- D001. WALKER 1 (1 Meg) Classic anim  
D002. WALKER 2 (1 Meg) Brill anim  
D003. WALKER 3 (1 Meg) Nice part of legs  
D004. CHOU COO/GAR (1 Meg) Cartoon  
quality anim  
D005. WALKER 4 (2 Disks) Naughty phone  
calls  
D006. MAATRON SLIDES 1. Good slideshow  
D007. A WING ANIM (1 Meg) Another good  
anim  
D008. CYTHROX VIOLENCE DEMO. Funny  
short game demo  
D009. KENNEL MEGADEMO. Get this disk  
D010. PEACE ACE DEMO (1 Meg) Cool!  
D011. LULU MUG GOES FOR A SPIN  
D012. Y WING 2 (1 Meg) Another good anim  
D013. THIRST POOL (1 Meg) Check it out  
D014. STEALTHY 1 ANIM. Amazing anim  
D015. A.L.F. DEMO. Do the A.L.F. rap  
D016. DRIBBRAIN MEGADEMO (2 Disks)  
Totally Fab, get it  
D017. RAIDER OF THE LOST ARK ANIM (1  
Meg) Brill  
D018. TIGGETTE ANIM (1 Meg) The  
Juggler's wife  
D019. DISCENE 2. More obscure phone calls  
D020. PORSCHE ANIM (1 Meg) Fantastic  
D021. CAR CHASE (1 Meg) Amazing, get it  
D022. GYMNASIUM ANIM (1 Meg) Very good  
D023. FRACTAL FLIGHT (1 Meg)  
Wow!!!!!!  
D024. AGATRON SLIDES 10. Amazing  
animation  
D025. ARSE WIPE ADVERT. He, he, he, very  
funny  
D026. GARFIELD SLIDESHOW. Meowww,  
good  
D027. RAF MEGADEMO (2 Disks) Amazing  
Ghostbusters part  
D028. END OF THE CENTURY  
MEGADEMO 2. A cool disk  
D029. THE X-MAS SONG (2 Disks) (XXX)  
Hilarious  
D030. WE WANT SOME PUSSY RAP (XXX)  
No comment, he, he  
D031. FILLET THE FISH. Puggs in space style  
demo  
D032. SCOPEX MENTAL HANGOVER.  
Get this now!!!  
D033. RED SECTOR MEGADEMO (2 Disks)  
Get this as well!!!  
D034. EDDIE MURPHEY DELIRIOUS (2  
Disks) (XXX) Funny!  
D035. EDDIE MURPHEY DELIRIOUS 2 (2  
Disks) (XXX) Funny!  
D036. RED SECTOR CEBIT 90. Get this one!  
D037. PUGGS IN SPACE. Very good  
D038. LOTUS & UNICYCLE (1 Meg) Now a  
classic anim  
D039. NIGHTBREED SLIDESHOW. TV  
quality pictures  
D040. SAFE SEX DEMO. Funny, but harmless  
D041. DREAM PACK. Includes the amazing  
POI POI demo  
D042. OBSCENE 3. Even more dirty phone  
calls  
D043. GOOD MORNING VIETNAM. Yippee  
D044. MONTY PYTHON "NUDGE NUDGE"  
(2 Disks/2 drives req.)  
D045. HARD CRACK GRAPHICS. Nice  
music & pics  
D046. SILENTS MEGADEMO. Brill louder,  
just get it  
D047. GOLDFIRE MEGADEMO. Get this or  
else!!!!  
D048. OUTSIDERS ACID DEMO. One for  
acid freaks  
D049. SCIENCE 451 MEGADEMO. Very  
good  
D050. NO BRAIN, NO PAIN (2 Disks) Good  
D051. CRUSADERS BACTERIA. Brill music  
D052. CRONICS MEGADEMO. Includes  
famous Madonna demo  
D053. CHUBBY BROWN (XXX) Funny disk  
D054. INTUITION MEGADEMO. Good stuff  
D055. SLIPSTREAM - GARFIELD DEMO.  
Check it out  
D056. PUNK CROC CREW MEGADEMO.  
Includes NEIGHBOURS  
D057. BRUCE LEE SLIDESHOW (3 Disks)  
Fans only

- D145. FAST CARS SLIDESHOW. For fans  
only  
D146. MAGICIAN & RUNNER ANIM (1 Meg)  
Good stuff  
D147. NEIGHBOURS SLIDESHOW. With  
captions, added. Funny  
D148. VIZ CALENDAR SLIDESHOW. Good  
D150. WINDSURFER ANIMS (1 Meg) (2  
Disks) Very cool  
D151. ROBBOCOP 2 SLIDESHOW. For fans  
only  
D152. KIM WILDE SLIDESHOW. For fans  
only  
D153. EPIC GAME DEMO (1 Meg) Brill, Fab.  
Amazing!!!!  
D154. TOTAL RECALL SLIDESHOW. Fans  
only  
D158. OPERATION VARK, OPERATION  
WOLF Look-a-Like  
D160. EXODUS REAL 3D. Amazing 3D  
pictures  
D163. PROBE SEQUENCE (1 Meg) Beam on  
tile  
D167. KNIGHT ANIM. Good stuff  
D168. HORIZON MEGADEMO. Good  
D169. BUDBRAIN MEGADEMO 2. Get it  
now!!!!  
D174. NEWTEK 1 (2 Disks/2 drives req.)  
Fantastic  
D176. JASPER CARROT. Fans only  
D177. NEWTEK 4 (2 Disks/2 drives req.)  
Yahoo!  
D178. OBSCENE 1. The first of the series  
D181. NASA PICS. Good slideshow  
D184. DRAGONS LAIR 2 (1 Meg) Check it out  
D185. WRATH OF THE DEMON DEMO (1  
Meg)  
D186. TEAM SUZUKI DEMO. Rolling demo  
of game  
D187. BATMAN THE MOVIE (1 Meg) Good  
funny anim  
D188. DEMONIAK DEMO (1 Meg) Good stuff  
D189. SIMPLE STUFF. Good demos  
D190. IRAQI DEMO (1 Meg) Very, very good  
D191. COOL CARS. Amazing pictures  
D194. PROLOGIC PARTY TIME. Sit back &  
be amazed  
D205. WALKER 1 (2 Disks/2 Meg) The big one  
D206. WALKER 2 (2 Disks/2 Meg) Another big  
one  
D207. EQUAMANIA 2 & DRUNKEN  
SKULLS. Good  
D209. TRON ANIM (2 Disks/1 Meg) Amazing.  
Brill  
D217. SLYCATH DEMOS 1. 5 cool demos  
D222. MAGNETIC FIELDS HYSTERESIS  
Fantastic  
D223. HAM INVASION. Amazing pictures  
D224. ANARCHY SYSTEM VIOLATER.  
Mega cool  
D225. SLYCATH DEMO COMP 2. 6 brill  
demos  
D226. CRONICS TOTAL DESTRUCTION.  
Brill  
D228. TOP GUN DEMO (2 Meg/2 Disks) Good  
D229. PHENOMENA MEGA DEMO II. Brill!!  
2 Disks KGB MEGA DEMO. Amazing!  
D231. SILENCE GLOBAL THRASH. Awesome  
D243. SCOPEX DEMO DISK 132. 1 Meg  
includes a cool Simpsons demo

## GAMES

- G001. STAR TREK 3 (2 Disks) The Best  
G002. SPACE BLITZ. Cool  
G003. RETURN TO EARTH. Space trading!  
G004. ADVENTURE GAMES. Text Adventures  
G005. YELP. Arcade Game  
G006. BREAKOUT CONSTRUCTION KIT.  
Good  
G008. BOARD GAMES. Monopoly etc  
G019. MIXED GAMES  
G010. WHEEL OF FORTUNE. Like TV Prog  
G011. YAHZEE. Popular dice game.  
G014. BUCK ROGERS. Shoot-em-up  
G015. STAR TREK (3 Disks/2 Drives Req)  
Cool  
G016. TENNIS (1 Meg) Includes speech  
G017. PSEUDO COP GAME. ED209  
G019. PARANOID. Breakout game  
G020. TRAIN CONSTRUCTION SET. Good  
fun

## MUSIC

- M002. ROYAL LARVEST RAY Long & great  
M006. HE SWEARS A LITTLE (10/2 Disks/2  
Drives req.)  
M011. TAMMO MUSIC 2. Good music  
M012. TAMMO MUSIC 4. (2 Disks) Good music  
M017. EXFAMILES MUSIC. 7. Some great music  
M018. REBELS MEGADEMO. 1. Some great  
music  
M020. NEWTONS MUSIC DISK. Great  
quality  
M021. KYLIE MINOGUE. MADE IN  
HEAVEN. (2 Disks)  
M022. AMIGA CHART MIX 1. Good music  
M023. TITAN TRAIL. 4. Good music & more  
M024. CRUSADERS FRIENDLY OUT. Well and  
good  
M025. H.C.C. (JARRRE) MIX 1. Get it  
M026. AMIGA CHART MIX 2. More great  
music  
M028. COMIC STRIP. Some funny songs  
M029. TAMMO MUSIC 7. Good stuff  
M030. VISIT TONY. Take a trip to TONY  
M031. POPPYE MIX 1.5 THE BEACHBOYS  
Tunis  
M033. DEREK & CLIVE. 1. Disks/XXX) Funny  
M034. TOTAL RECALL (2 Disks). Very funny  
M035. DIGITAL CONCERT 1. Get it now!!  
M036. DIGITAL CONCERT 2. Get it now!!  
M037. DIGITAL CONCERT 3. Get it now!!  
M038. DIGITAL CONCERT 4. Get it now!!  
M039. DIGITAL CONCERT 5. As above, as  
above  
M040. RAF MEGADEMO. Good!!!!  
M042. BAT DANCE REMIX. Nice  
M043. MIAMI VICE REMIX. Good  
M048. SOUND ATAX. Plenty of good tunes  
M049. BEN ELTON. Very funny  
M051. POWER REMIX. Nice disk  
M054. SOUND OF SILENTS. Good stuff  
M055. GET UP. Cool long sample  
M057. TAMMO MUSIC 1. Good  
M061. DEPECHE MODE MUSIC. Fans only  
M062. RAVE BY HACKTRICK (1 Meg)  
Accidental  
M064. SOUND ATAX 2. 10 cool songs  
M070. SCOPEX'S BEAST MUSIC. Brill  
M072. H.C.C. MUSIC DISK 1. Very good  
M075. 100 GREATEST C-64 TUNES. Brill  
M077. BOMB THE BASS. Well and  
M081. FLASH (2 Disks) by Queen  
M091. 4-MAT MUSIC. Cool music by 4 MAT  
M102. DEBBIE GIBSON (2 Disks) Electric  
Youth Sample  
M105. ALIEN NATION. Aural Fantasy. Good  
heavy stuff  
M112. JARRE REVOLUTIONS. Cool Jarre  
Music  
M114. BETTY BOO! Just doing the do  
M116. LAND OF CONFUSION by Genesis  
M120. HEAR THE DRUMMER. Get wicked  
M121. BAND AID 2 (2 Disks) Long sample  
M125. RAF Megamix 2 (2 Disks) Mega Cool  
M126. AMIGA CHARTS 2. Nice music mix.  
M127. AMIGA CHARTS 6. Very Good  
M134. MIAMI VICE THEME (4 Disks). Very  
long  
M136. LAUREL & HARDY (2 Disks/2 Drives).  
Fans only  
M138. SIMPSONS. DO THE BART MAN (3  
Disks) Cool  
M140. MADONNA. Justify my Love. Good  
M141. DIRTY DANCING. Nice music sample  
M142. AMAZING TUNES 2 (1 Meg/3 Disks)  
Brill. Get it  
M143. TWIN PEAKS THEME. Fans only  
M147. JARRE LIVE. 11 cool songs  
M154. DON'T TOUCH IT. Funny song  
M156. POWER OF LOVE (2 Disks) Long  
sample  
M157. 808 STATE REMIX. Good weird music  
M158. STUDIO MUSIC 1. 15 cool tunes  
M159. STUDIO MUSIC 2. 12 cool tunes  
M160. STUDIO MUSIC 3. 11 cool tunes  
M161. STUDIO MUSIC 4. 12 cool tunes  
M162. STUDIO MUSIC 5. 12 cool tunes  
M163. STUDIO MUSIC 6. 17, yes, 17 cool  
tunes  
M164. STUDIO MUSIC 7. 15 cool tunes  
M165. STUDIO MUSIC 8. 9 cool tunes  
M166. STUDIO MUSIC 9. 15 cool tunes  
M167. STUDIO MUSIC 10. 11 cool tunes

- M168. STUDIO MUSIC 11. 14 cool tunes  
M169. STUDIO MUSIC 12. 16 cool tunes  
M170. STUDIO MUSIC 13. 17 cool tunes  
M171. H.C.C. MUSIC Disk 3. Includes THE  
DUCK  
M173. CRUSADERS DOGS GENESIS  
Fantastic  
M174. SILENTS. Blues House (2 Disks) Get  
this now  
M176. SPACED OUT 2. Wicked

## UTILITIES

- U002. UEDIT WORD PROCESSOR. Good  
stuff  
U004. SOUNDTRACKER COLLECTION (2  
Disks) Brill  
U006. COPY & CRACK TOOLS. Handy  
U008. DARKSTAR UTILS 6. Books, Copies &  
Packets  
U009. DARKSTAR UTILS 5. Rippers, Virus  
Utils & More  
U010. GHOSTWRITER & RAINBOW  
WRITER. Make your own demos  
U012. MEGA UTILS. 175 Utils & more. Does  
U014. FLEXY BASE. Powerful Database  
U015. GRAPHICS UTILS. Sprite editors &  
Docs  
U016. C MANUAL (3 Disks) Complete  
programming language  
U020. DOPE INTRO MAKER. Good stuff  
U021. ULTIMATE ICON DISK. Lots & Lots of  
Icons & Editors  
U031. WARRIORS CRUNCHER DISK. Loads  
of pictures  
U034. SID CLI UTILITY. Very Very Good  
U035. M CAD. Computer Aided Design  
U039. BACK UP UTILITY. Copies  
U040. GAME MUSIC CREATOR.  
Soundtracker look-a-like  
U041. SPEEDBENCH. Faster loading  
Workbench  
U042. FONTS VOL2. Loads of good fonts  
U043. CLIP ART FONTS. Use with your art  
packages  
U046. ALPHA FLIGHT DEMO MAKER.  
Needs CLI knowledge  
U049. AMBASE 3.76. Cool database  
U040. FONTS VOL1. Load of fonts  
U042. FONTS DISK. Even more cool fonts  
U043. R.I.M. DATABASE. Good  
U044. MOBED. Moveable Object Editor, Cool  
U047. JAZZBENCH. Better workbench  
U048. VC SPREADSHEET. Good  
U059. CLIP ART. Use with art packages  
U062. ULTIMATE COPY & VIRUS KILLER  
DISK. The best  
U063. CLIP ART. Animals, cartoon, people &  
more  
U064. CLIP ART. Transport, people, buildings  
& more  
U065. PAGESSETTER CLIP ART. B&W etc.  
works with art packs  
U066. C-LIGHT (1 Meg). Ray tracing package  
U069. NORTH 'C'. 1.3 (2 Disks). The latest  
version  
U070. PASCAL. PCQ 1.1  
U071. METALION UTILS. From designers &  
more  
U072. RIPPERS DISK. The best ripper disk  
around  
U073. SAMPLE EDITOR. Good  
U074. SOUNDTRACKER. 4 Channels. Well  
U075. TECHNO HIP HOP SAMPLES. Use  
with Soundtracker  
U076. MASTER VIRUS KILLER 2.1. The  
latest version  
U080. ST03. Instruments for Soundtracker  
U081. ST04. More Instruments for Soundtracker  
U082. ST06. Even more Instruments for  
Soundtracker

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Details of our Adult Demos are in the Mag  
Catalogue Disk & Adult Demos are only available  
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# TINKER, TAILOR, FIGHTER, MAGE



The fighter as his name suggests takes a rather more ferocious look on life and can handle himself quite well in a fight. Shame he's not too intelligent.



Hide your wallet. The thief is a very shady character indeed and relies quite a bit on his skills. Just make sure you don't get caught by the city guards.



When the going gets tough the mage whips out his spell book. His spells can defeat the mightiest of monsters. Don't mess with the best!

**KEAPON LAFFIN:** As his name suggests this chap does like a joke, but in between his jests there is a bit of info to be found.



**RAKEESH:** Summoned by the Sultan, Rakeesh has been asked to help the city against the evil magic of Raseir.



**UHURA:** A retired warrior, Uhura now resides in the guild and trains people in the art of combat.



**AZIZA:** You'll have to remember your manners if you're going to speak to this beautiful enchantress, but talk to her you must.



**CITY GUARD:** If you're the thief you had better watch out for this guy, or you could end up in a lot of trouble.



**SHAMEEN:** A close friend who you helped in the past. There's always a bed for you at his inn.



**MONSTERS:** There are plenty of these around and they aren't too friendly so keep your sword ready.

**HARIK ATTAR:** If you need a potion, pop down to Harik's apothecary and have a gander.



**THE HERO:** Yep, you're the so-called hero, and it's up to you to solve this little adventure.

# Tria

ADVENTURE



Far across the scorched desert sands lies the beautiful and tranquil city of Shapeir. It's a peaceful

place where the citizens are friendly and a hero who once saved the land now seeks peace and a quiet life. Unfortunately, a hero's work is never done and once again it is up to our intrepid adventurer to prove his might, and save the people of the city from the shadow of darkness that creeps ever closer.

But where lies the source of this evil that threatens the people's way of life? The answer is Raseir, the mirror city of Shapeir. Raseir was also a docile place for friendly people to live, but now it only exists to remind people of what might become of their own beloved Shapeir.

Of course you are the hero in



The adventure starts at the inn of your good friends Shema and Shameen. News of the evil magic that is threatening the city has reached your ears and it's time you found out a little more about it.



Making your way down to the guild you look for some work that might bring in some money, as well as provide some information that will help you in your mission.



The noticeboard has plenty of tasks for someone who is willing, and you can usually expect the job to be pretty dangerous. But a hero like you isn't afraid of anything (I think).



# by Fire

his adventure and it is up to you to save the people of Shapeir. But what is a hero? A hero isn't an occupation that you can apply for down the job centre, and neither is it a skill. Hero is a title that can only be bestowed on you, and not chosen.

Within Trial by Fire you can choose between one of three standard RPG type classes to allocate to your character: fighter, mage and thief. Depending on which character you choose the game can be greatly effected in the way that you have to solve certain puzzles. So in a way there are three different adventures to beat (even if they are all very similar).

Your character also has a set of stats such as strength and intelligence, and certain skills like carry and climb. Depending on

what class you choose these stats will vary to match the statistics that a character of that type would possess. For example a mage would be intelligent with a high spell casting ability, but wouldn't necessarily be the best fighter in the whole world.

However, you do have a little leeway, and you are given a small number of experience points to add to the skills and stats that you want to improve, so that you can personalise him a little bit.

Your character's skills won't stay dormant during the game. There are quite a few ways of boosting them and making your character that much better. Whichever character you choose you're going to need to be able to look after yourself in a fight, so if your fighting abilities aren't

that good you can pop along to the adventurer's guild and have a training session with the experienced warrior that lives there.

If you also played and beat the first Quest for Glory game, *So You Want to be a Hero*, rather than generate a new character you can simply port your old character across and use him in this adventure as well. If you didn't, you'll just create a new character and start

afresh. Don't worry though, you don't have any real disadvantage with a new character.

One skill that you will put to a lot of use is that of communication. At the



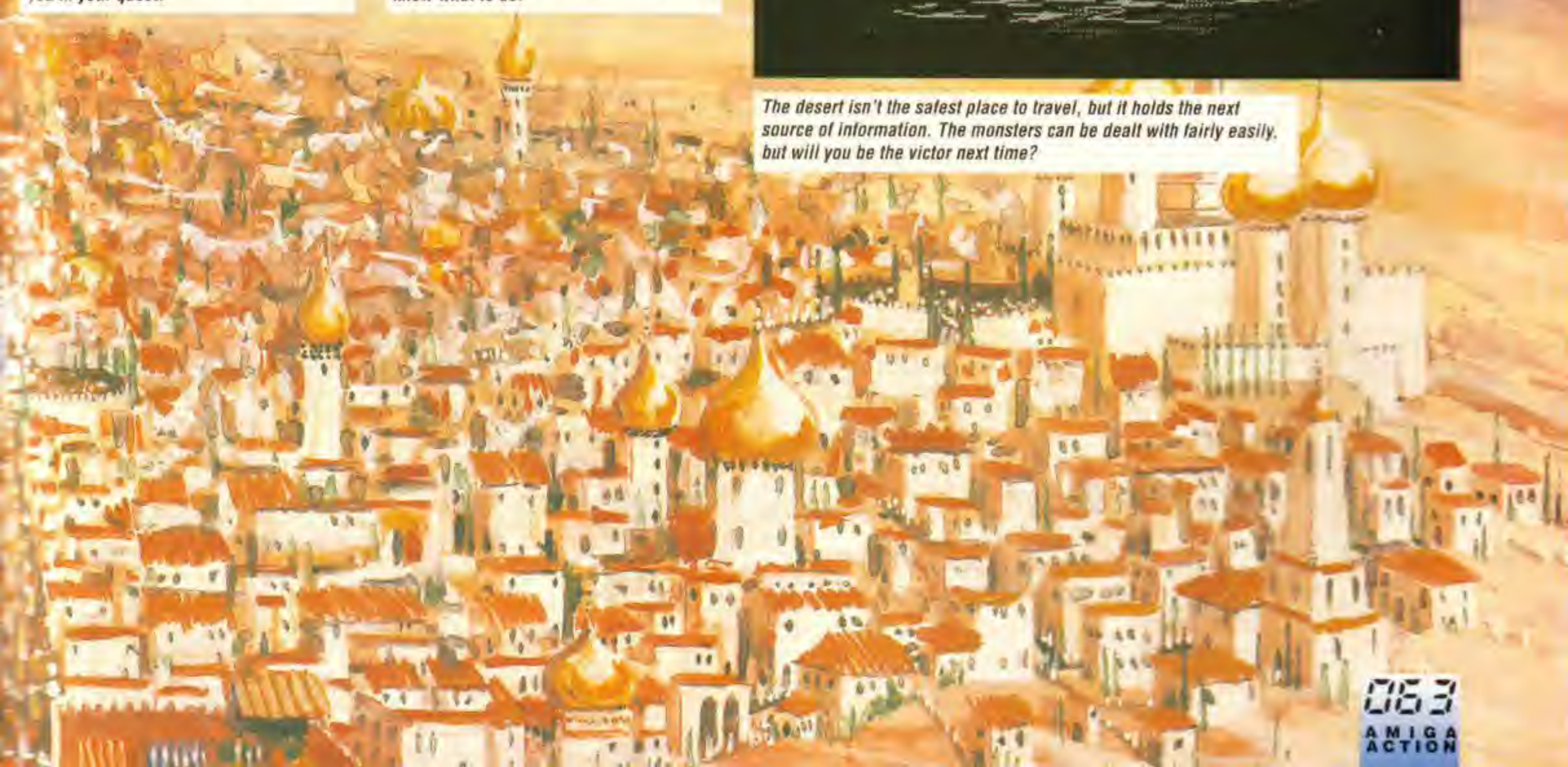
*You make your way to the Magic shop following up one of the notices, but while there you learn about an enchantress named Aziza. She should be able to help you in your quest.*



*After answering several puzzles, Aziza finds you worthy enough to enter. A short conversation with her reveals much and you are soon on your way. But now you know what to do.*



*The desert isn't the safest place to travel, but it holds the next source of information. The monsters can be dealt with fairly easily, but will you be the victor next time?*





## SAURUS



The friend you can depend on for roaming the dunes. This creature makes an excellent mount. It is fearless, loyal, and quick to defend its master against monsters. It is obedient and willing to go wherever its master wishes.

## LIONTAURS



The Liontaurs look like a cross between a human and a lion. They reside primarily to the south of Shapeir in their great kingdom of Tarna. Occasionally a young male will wander into the Shapeir lands. Liontaurs are fierce fighters and very proud.

## JACKALMAN



Creatures endemic to the desert regions have one outstanding characteristic - they are tough to kill. Jackalmen are jackal-like humanoids that travel in packs. They are cunning and prefer to attack things previously wounded.



Even the toughest Hero needs to rest. When you start to feel tired head for the Katta Tails Inn. Get a few winks, you'll need them!



Before you go wandering in the desert you should do a bit of training at the guild. Uhura can teach you quite a lot about fighting.

A C T I O N I N F O

### TRIAL BY FIRE

SIERRA ON-LINE £40.85  
TEAM: BOB FISCHBACH

The first thing that overwhelmed me about Trial by Fire was the number of disks that sprang out of the box when I opened it. But even though there are eight, the swapping isn't too bad. Even if it had been it just wouldn't have mattered because the game is totally brilliant. Although the animation is quite slow (which is surprising considering the game needs one meg) to begin with, you soon get used to it and it doesn't effect the game in the slightest. The puzzles were just right for me and gave me quite a challenge.

### LEAGUE RATING

7 ELVIRA

8 TRIAL BY FIRE

9 OPERATION STEALTH

A D V E N T U R E

➤ start of the adventure you will have very little to go on, and you won't really have much idea of what you're meant to be doing. The best way of finding

out the information you need to know is by word of mouth. Almost everybody in the city of Shapeir has something to tell you, even if some of it might not be that useful.

Measure	Point	Measure	Point
Strength	80	Weapon Use	11
Intelligence	41	Parry	70
Agility	41	Dodge	42
Ability	60	Stealth	0
Luck	50	Pick Locks	0
Honor	50	Throwing	50
		Climbing	0
Puzzle Points	0	Magic	0
Experience	40%	Comms	42
Health Points	75/50		
Stamina Points	1/10		
Magic Points	0/0		

Checking out your character sheet you notice that a few of your skills have been upgraded. Let's just hope you last long enough to use them.



You made quite a bit of money on your last adventure, but it's not going to be of any use here as Shapeir uses a different currency. Fortunately, there's a money exchange in town.



Although you can get by without them a few healing potions can come in handy. They aren't free so don't waste too much money or you won't be able to afford them.

But eventually the mist will start to rise and you will soon have more than enough leads to go on.

To most people's amazement the game is contained on the grand sum of eight disks, but single drive owners need not despair. Although the number of disks is quite scary the amount of swapping isn't that bad, and there are games around on only two disks that are far more annoying requiring you to swap the disks virtually every time something enters the screen. Unfortunately, the game can also only be run on a one meg Amiga which should break the hearts of people who haven't yet acquired a memory expansion, but it's all the more reason to buy one really soon so that you can play this wonderful game.

OVERALL  
SCORE  
**88%**



While venturing through the desert you come across a dead man. While you search him a rather nasty monster creeps up on you and tries to catch you unawares.

## QUEST FOR A GLORIOUS PRIZE II

Sierra adventures are without a doubt leading the way in this type of game, but unfortunately you never get a free lunch and if you want to play a top quality adventure, you're going to have to pay the price and fork out 40 quid.

But do remember, it's better to spend 40 quid on a good game, than 25 on a naff one, and besides you get eight disks to litter your bedroom with.

Now, if you want to save yourself 40 quid and win a copy of this tasty game write in and tell (or draw) us what you would do with those eight disks, no more no less. The entry that makes us laugh the most will win the game, so get cracking.

Send your entries to: Amiga Action Sierra Compo, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP



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## BLITTERCHIPS AMIGA PD

### GAMES

- 78. The Holy Grail, a very good adventure
- 363. The Golden Fleece, a text adventure (\*)
- 418. Frantic Freddie the PD game, good fun
- 441. All new Pseudo Cop game, a shoot em' up
- 458. Castle of Doom, adventure with graphics
- 477. Return to Earth, space combat/adventure
- 460. Flashbier, a boulderdash PD game
- 551. Cluedo and Monopoly, 2 great games
- 552. Eat Mine, has 80 screens to play at
- 553. Retaliator and Pacman, 2 great games
- 555. Drip, a painter type of game, great fun
- 558. Murder, an adventure playable preview
- 559. Back to the Future, playable preview
- 562. Spaceblitz, 4 good games to play
- 644. Horror Zombies, playable game preview
- 665. Killing Game Show, playable preview
- 668. Cybercon III, playable game demo
- 672. James Pond and Paratrooper playable demos
- 699. Yelp, a painter type game, multi-levels
- 900. Blizzard, fast scrolling shoot 'em' up
- 1014. Chinese Checkers, similar to solitaire

### SLIDESHOWS

- 781. Wendy and Lisa, pictures of the pop duo
- 779. Twin Peaks, pictures from the TV show
- 758. Yabba Dabba Doo, great cartoon pictures
- 667. Future Visions, more fantasy pictures
- 480. Saucy postcards, naughty but nice
- 474. Madonna slideshow, lots of pictures
- 472. Viz slideshow as seen in Amiga Format
- 112. Space Bubbles, terrific fantasy pics
- 739. Slideshow Spectacular, superb hi-res
- 904. Countach Fantasy slideshow 1
- 905. Countach Fantasy slideshow 2
- 991. Belinda Carlisle slideshow, great pics

### UTILITIES

- 992. MED v3.10 superceeds MED v3.0 (\*)
- 1026. MED v3.11 we bring it to you first (\*)
- 813. Startrekker V1.2 Soundtracker clone
- 793. Red Sector demo maker v1.0 great! (\*)
- 735. Flexi Base, a more friendly database
- 843. Iconmania, a disk full of icon utils
- 640. Mobed v1.0, a movable object editor
- 623. C-Light, ray tracing program very good
- 613. Soundtracker Professional (Protracker)
- 993. Master Virus Killer v2.1, terrific!!
- 877. North C v1.3 a 2 disk set £1.98
- 898. Audio Magic v1.1, full of utilities

### DEMOS

- 617. The Byte Busters Mega demo, good
- 807. Evil Dead demo, for all you Sycho's (\*)
- 759. Amos Creator II demo, official release
- 751. Colour Cycling, superb effects get it!
- 750. Budbrain II a new disk from Budbrain
- 656. Pussy Inership, good graphics and game
- 655. Unreal game demo, to show off your Amiga
- 654. Olympia, parallax scrolling at its best
- 598. Fractal animation, super mandelbrots (\*)
- 597. Cool Fridge, superb Plasma effects here
- 547. Materialized, Cryoburners superb demo
- 539. Chromium, a great new demo by Scoopex
- 516. Purple, very large vector routines
- 321. Fractal Flight animation, unusual demo
- 287. Golam Gates Mega demo II, worth getting
- 132. Dragons demo 1, has lovely raster effects
- 174. Ian & Micks mega demo, 9 parts to this
- 982. Total Rebate, from the Steve Wright show
- 983. Total Retrial, from the Steve Wright show
- 984. Total Restyle, from the Steve Wright show
- 985. Total Respray, from the Steve Wright show
- 986. Total Recount, from the Steve Wright show

### MUSIC

- 796. Crusaders does Genesis, superb (\*)
- 794. In a Silent Way, don't miss this disk!
- 980. Jarre Live, eleven good tracks of music
- 770. Arcane Music, 11 tracks for you to play
- 767. The 900/Oxygen remix, collect it now (\*)
- 978. Give Me What I Want, Sam Fox sample
- 723. Sounds of DOB II, 17 tracks of music (\*)
- 970. If Only I Could, Sidney Youngblood sample
- 718. Revolutions by Jean Michelle Jarre
- 848. A Kind of Magic, by Queen, sampled (\*)
- 716. Bomb the Base, 8 fab tracks to listen to
- 703. 808 remixes from the Beatmaster who else?

### MUSIC

- The following are £1.98 each 2 disk sets
- 2. I Should be so Lucky by Kylie, 5 samples
  - 856. The Power Of Love, by Huey Lewis, sample
  - 301. Darkstar's music 9, 14 great tunes
  - 417. Electric Youth by Debbie Gibson, great!
  - 420. Lumberjack song from Monty Python
  - 478. Made in Heaven by Kylie, a full 6 mins!
  - 525. Flash by Queen, a great two disk set
  - 968. Followin you, by Madonna, great song
  - 581. D-Mob music 4, 2 disks of good music

### ANIMATIONS

- 43. Puggs in Space, a cute and funny demo
- 863. Iraq Demo, rather comical animation
- 313. Revenge Horror Show, for psycho's only
- 394. Stamp Collector, an old but good demo
- 444. Fillet the Fish, similar to Puggs demo
- 631. Steves animations 1, has 8 cute anims
- 632. Steves animations 2, has 6 cute anims
- 789. Steves animations 3, has 6 cute anims
- 790. Steves animations 4, has 5 cute anims
- 791. Steves animations 5, has 6 cute anims

The following animations all require 1 Meg

- 805. Franklin the Fly, hilarious and funny
- 763. Basketball Player, superb ray tracing
- 866. Ami versus the Walker as reviewed
- 913. Mars, smooth space fighter animation
- 917. Juggette anim, and Juggette the revenge
- 633. Batman the Movie, funny and amusing
- 625. Juggler II, the juggler meets a lady
- 582. Stealthy II Manoeuvres, great cartoon
- 291. The Lotus Car chase from Agatran
- 865. Coyote Strikes back, poor Roadrunner
- 101. The very famous "Gymnast" demo
- 79. Education of Cool Cougar, very funny

The demos below consist of 2 DISKS so each demo costs £1.98... please remember

- 929. Maximum Overdrive, lots here & good
- 45. Kefrens mega demo 8, one of the best
- 66. Predators, great game to play as well
- 926. Mr Food, hilarious sample of record
- 199. Red Sectors, a must for demo collectors
- 201. R.A.F. another of the classic demos
- 365. Budbrain, over 18 yrs for this, sorry
- 537. Monty Python's Secret Policemans Ball
- 614. Monty Python's Nudge Nudge, more humour
- 594. Hit the Road by Flash, multi part demo

PLEASE ADD 60p for P/P to your total order value

PLEASE NOTE: Disks marked (\*) require 1 Meg of memory

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### AMOS LICENCEWARE

- LPD 1. Colouring book
- LPD 2. Arc Angels Maths
- LPD 4. Thingamajig
- LPD 5. Jungle Bungle (\*)
- LPD 6. Pakadu & Sprites
- LPD 7. 4 Way Link (\*)
- LPD 8. Learn & Play (\*)
- LPD 9. Amos Assembler V1.0
- LPD 10. Word Factory (\*)
- LPD 11. Go Getter Game (\*)
- LPD 12. Hypnotic Lands (\*)
- LPD 13. Jigmania (\*)
- LPD 14. Play it Safe (\*)
- LPD 15. Angels Shapes (\*)
- LPD 16. Reversi II (\*)
- LPD 17. Dog Fight II (\*)
- LPD 18. Touchstones (\*)
- LPD 19. X-IT-50
- LPD 20. Wordy
- LPD 21. Quingo (\*)

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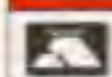
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# Tips

Yes, here we are again with yet another GTGA extravaganza give away where just for sending in a single cheat that gets published you can win a game of your choice (but don't go mad and ask for games that cost the earth). And as you can see this month even cheats and tips for old games can win you a prize, so put pen to paper and you never know it might just earn you up to 30 quid's worth of goodies.

## SWIV

Just to complement our player's guide that was running last month and is finished in this very issue, we have decided that you might now want to try out the SWIV cheat mode. While playing the game if you press pause and then type in **NCC-1701** (Return), you will be graced with infinite lives. This makes the game a lot easier but after reading our mega player's guide you probably won't need it.



## EDD THE DUCK

This is what you've all been waiting for. A cheat for the mega game of the year – Edd the Duck. Well, OK so it wasn't quite that good, but I felt in a very generous mood. Anyway, to the cheat.

If you're stuck on a particular level in the game and try as you might just simply can't get off it, simply guide your hand over to the left mouse button and press it once to advance to the next level. Thanks to P. Klasmann of Lancs for the cheat and if you send in a list of games that you want I'll send you one. Howsat!

## SUPERCARS II

Supercars was hard, and Supercars II was even more difficult, making it all the more reason to supply a cheat. This one is meant to give an endless supply of money to squander on extra bits for your car in this tasty little game. Sounds very nice, but the only problem is we couldn't get it to work. Nevertheless we've printed it just in case it might be just our version of the game.

Before you start playing the game type **HARD DRIVING** (not sure about the space or the G). Thanks to Games-X for passing us on this cheat, or get knotted if it doesn't work.



## PANZA KICK BOXING

In this excellent Kick Boxing simulator there are certain hints that will win you fights and boost your stats. The best moves to use are the uppercut, round house and low leg kick. The low leg kick is useful for keeping your opponent out of range and on target for a round house followed by an uppercut. The double backfist is also very powerful and often proves to be a knockout punch.

If you participate in a fight and it is pretty obvious that you are about to lose and have your stats penalised, press Escape before the final bell sounds and the game will return you to the main menu without adjusting your statistics.

## THE POWER

If you were unfortunate enough to buy this sad game maybe you can get some salvation in at least seeing some of the later levels. We haven't supplied all the codes to the various levels but we have printed the first 20. Hope they help.

Level	Code
2	LEVEL2
3	VISUAL
4	COWBOY
5	URGENT
6	OOPSUP
7	TOPTEN
8	D14DH7
9	ASOFGH
10	SO LONG
11	SURFIN
12	RACKET
13	BULLIT
14	QRAZZY
15	36F6FR
16	UNLINK
17	PIXXEL
18	EUROPE
19	NEWTON
20	FREEZE



## WAYNE GRETZKY

A cheat for this type of game ruins the game really and besides Wayne Gretzky is getting on a bit now, but we'll print it anyway just in case someone out there wants to have a muck around with it.

While you are playing the game and powering up the rink with the puck in your possession press the ? key to remove the goalie from the goal area. However, he'll reappear in a forward position so you'll be outnumbered, but it's better to have an open goal.

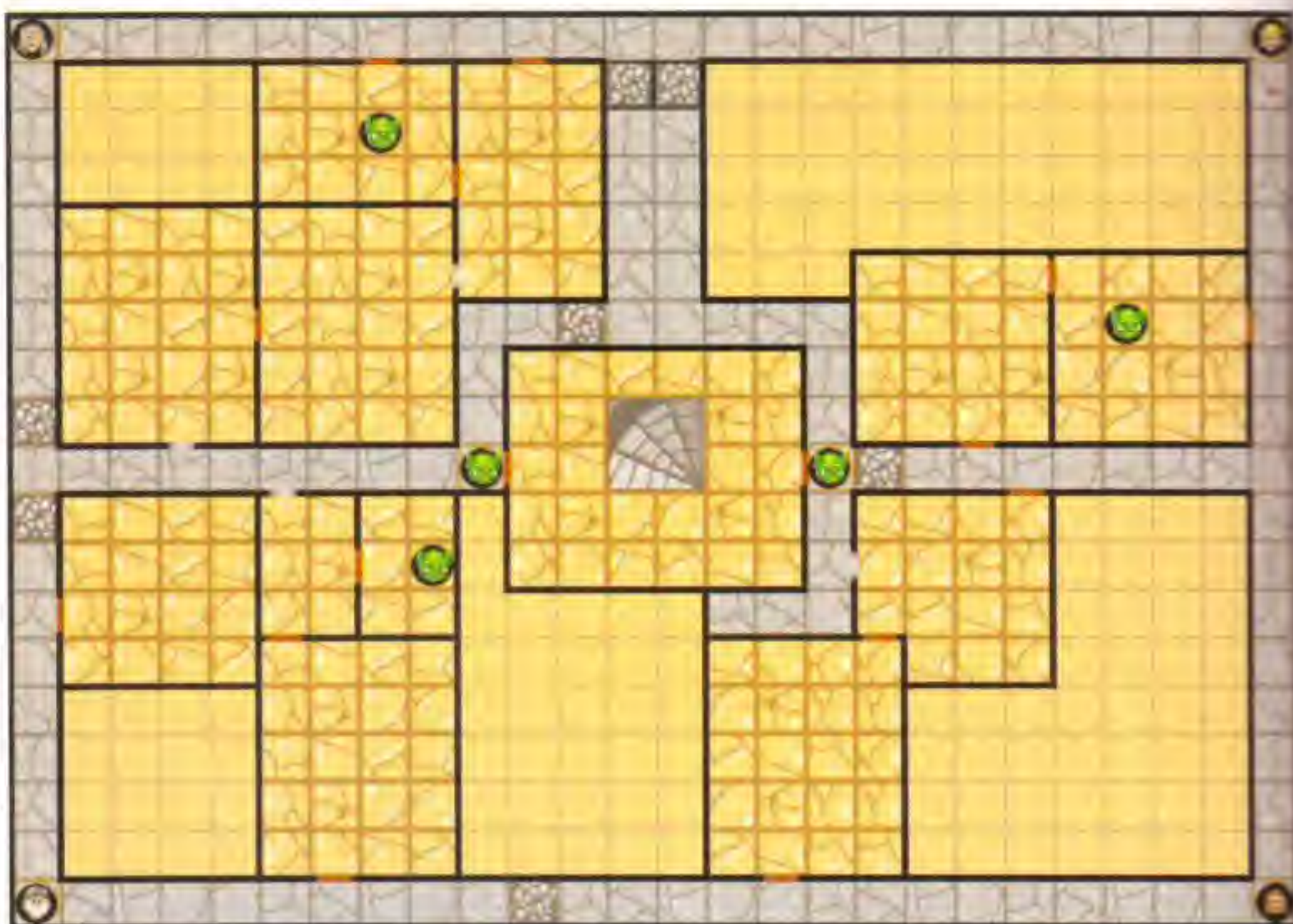
If Ben Simmons of Dartford sends a selection of games that he wants I'll be extra nice and send you one him of them. Ta for that one Ben.





Strap on your armour, grab your sword and shield and prepare to venture into the deep, dark and smelly dungeons of Hero Quest. Well, some of you already have and may be experiencing some trouble with the disgusting green Orcs that lurk in the shadows. If this is the case then read on as Jason the Destroyer, an experienced adventurer and veteran of many campaigns, has prepared a players' guide for the whimpier of you barbarians.

First of all, how many of you own the boardgame version of Hero Quest and grabbed the quest book hoping to glean a few tips from the information within? Didn't work did it? Yes, those guys at Gremlin have moved everything about and changed the location of all the objects. But fear not for below are maps and notes on the first four levels and in future issues you can expect to see the layouts of the rest of the dungeons.



## LEVEL 1: THE MAZE

The maze is fairly straightforward and should pose little problem especially if all four characters work together. Search in every room for gold and build up your wealth and supplies as much as possible.

Remember that once the wizard has enough money to purchase a staff (100 gold pieces) any further income he receives is wasted so don't use him to search for treasure too often.



## LEVEL 2: RESCUE SIR RAGNAR

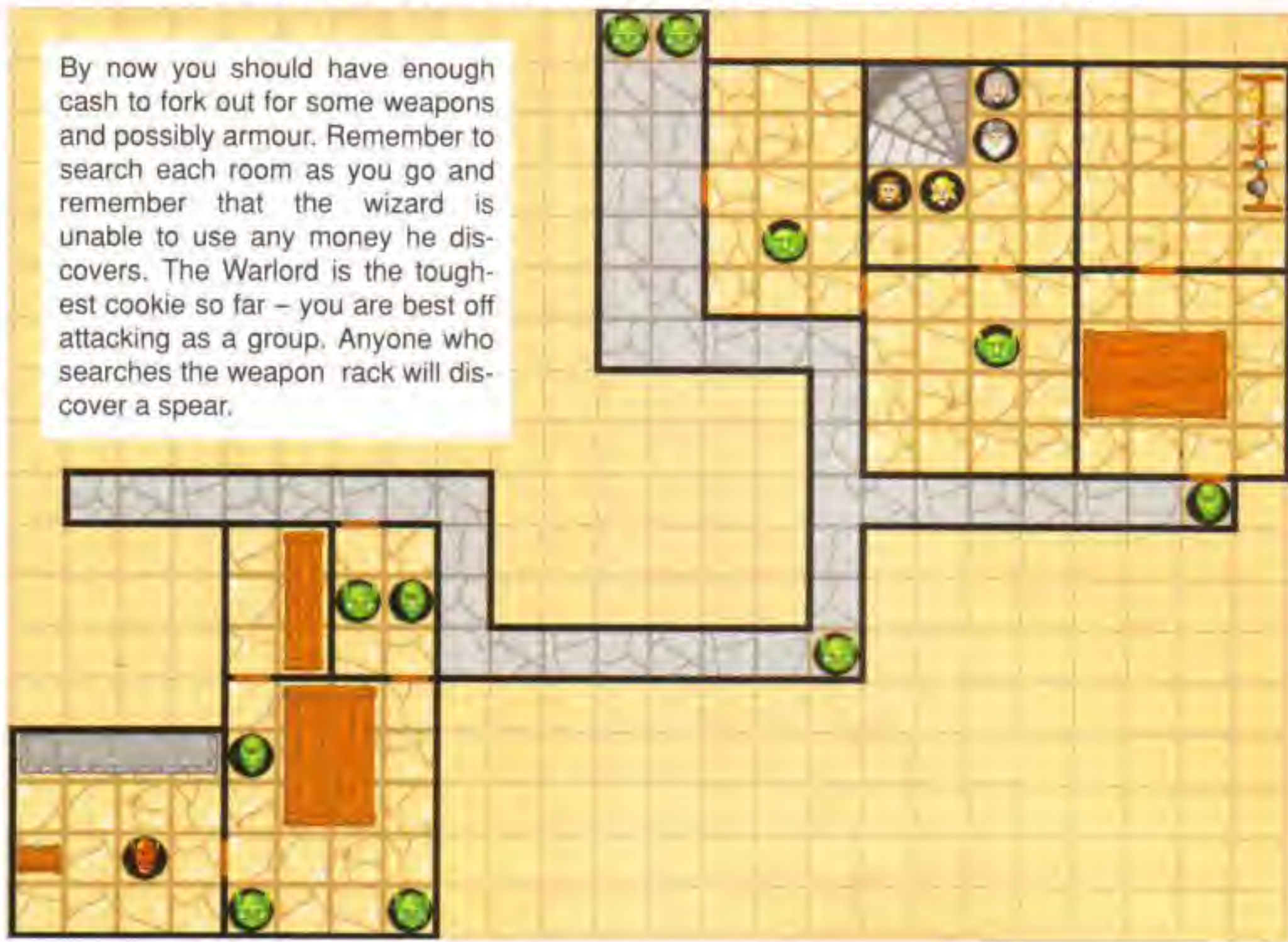
As all the characters begin in the same room keeping them together while you explore should be simple. Always try to outnumber the monsters; attack in numbers and overwhelm them before they have an opportunity to retaliate. Search for gold as often as possible but be warned, the southern most chest is trapped and contains nothing of value.





## LEVEL 3: THE LAIR OF THE ORC WARLORD

By now you should have enough cash to fork out for some weapons and possibly armour. Remember to search each room as you go and remember that the wizard is unable to use any money he discovers. The Warlord is the toughest cookie so far – you are best off attacking as a group. Anyone who searches the weapon rack will discover a spear.



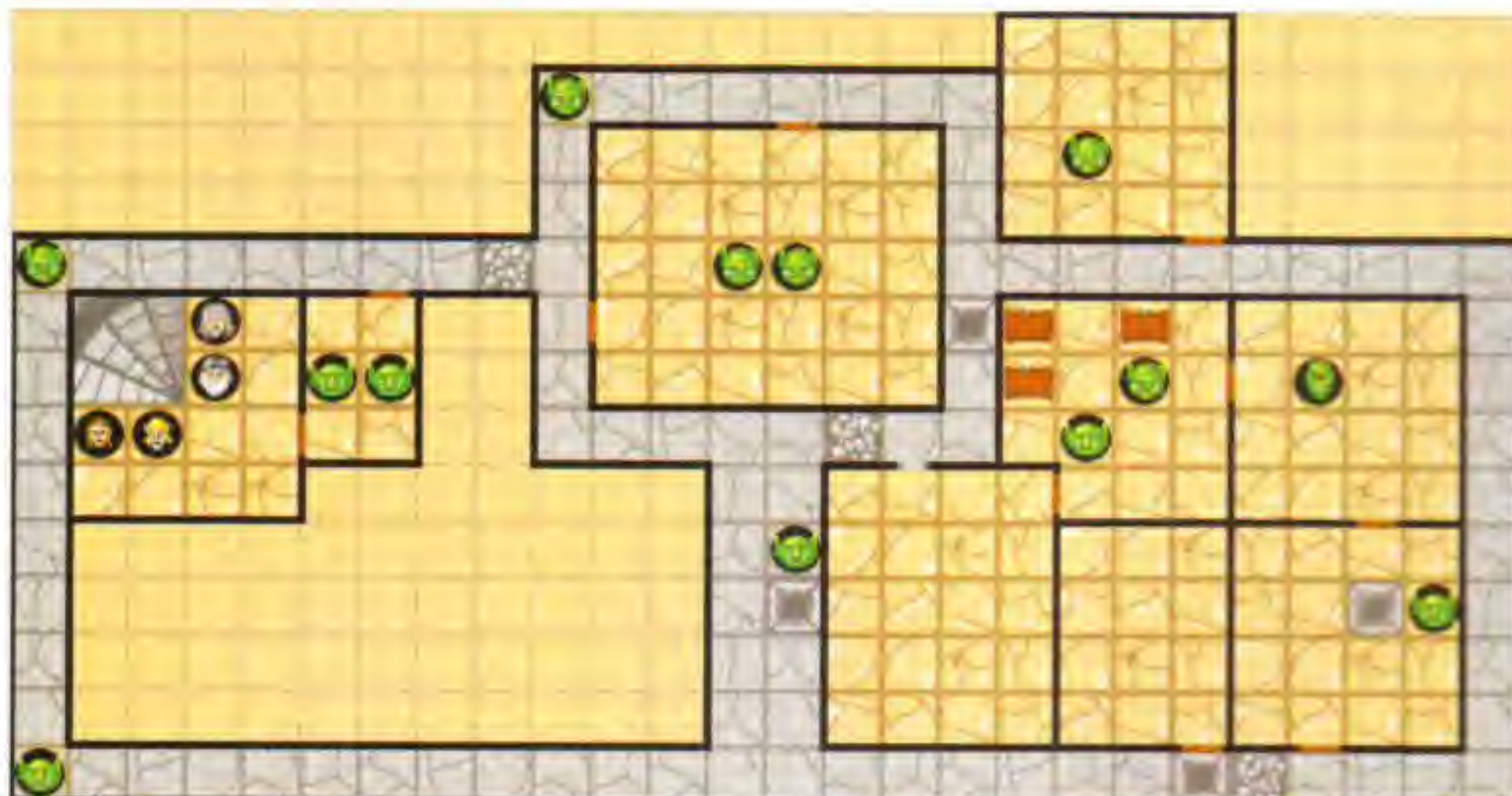
### THE HERO QUEST KEY



- |               |                   |                    |                 |
|---------------|-------------------|--------------------|-----------------|
| 1) Barbarian  | 6) Table          | 10) Firmir         | 15) Weapon Rack |
| 2) Dwarf      | 7) Treasure Chest | 11) Orc Warlord    | 16) Pit Trap    |
| 3) Elf        |                   | 12) Sir Ragnar     | 17) Rockfall    |
| 4) Wizard     | 8) Goblin         | 13) Cuboard        | 18) Secret Door |
| 5) Fire Place | 9) Orc            | 14) Stairs to Exit | 19) Door        |



## LEVEL 4: PRINCE MAGNUS' GOLD



To return all the treasure chests to the exit will take three characters, each carrying one chest. If a pit trap is accidentally activated use the dwarf's abilities to repair it before proceeding. If you keep the treasure your characters will be unable to become champions (but you do get an extra 50 gold coins).





Supercars II really is an excellent game, but an extremely tough one at that. The hard level especially, is no Sunday stroll in the park and has caused many people plenty of frustrating moments. At last help is at hand. We talked to Gremlin and Magnetic Fields who in turn, sent us lots of nice hints and plenty of track secrets and plans. We've linked five of the most difficult tracks and backed them up with comments full of helpful hints and tips that should get you round safely.



## ENTERING THE SHOP

All the objects and power-ups available from the shop have a maximum price. Each visit the prices are set randomly from a quarter of the price to full price. If you trade in an object, you'll be paid three quarters of the current selling price. So with a knowledge of the prices you can make money simply by trading.

### WEAPON

### BUY

### SELL

#### Front missile

£100 - £400

£75 - £300

Missiles that shoot straight out in front of you. The best place to use them is at the start when all the competitors are in a line.

#### Rear missile

£150 - £600

£110 - £450

Released from the rear of the car, these are ideal for taking out any cars that may attempt to overtake you.

#### Homing missile

£375 - £1500

£280 - £1125

Home in on the nearest car to you. If the leading car is too far in front and the race is nearly over, blast him off the track.

#### Super missile

£250 - £1000

£185 - £750

When activated it will rotate around your car and destroy any cars that come too close. Very useful at the start of a race.

#### Mines

£200 - £800

£150 - £600

These are dropped on the track and explode as another car passes over them. Use them to destroy possible overtakers.

#### Turbo jump

£125 - £500

£90 - £375

These have several uses such as jumping cars, leaping trains and they allow you to jump over bridges with very little run up.

#### Armour

£750 - £3000

£560 - £2250

Available in three grades, it gives you some protection from other vehicles and weapons. Grade three gives 80 percent protection.

#### Ram

£250 - £1000

£185 - £750

If you couldn't be bothered to overtake, simply barge the competitors of the track. Again, it's available in three grades.

#### Engine

£1250 - £5000

£935 - £3750

Increases the top speed of the Supercar and is available in three grades. A fast engine is imperative on the later levels.



## THE GARAGE STORE



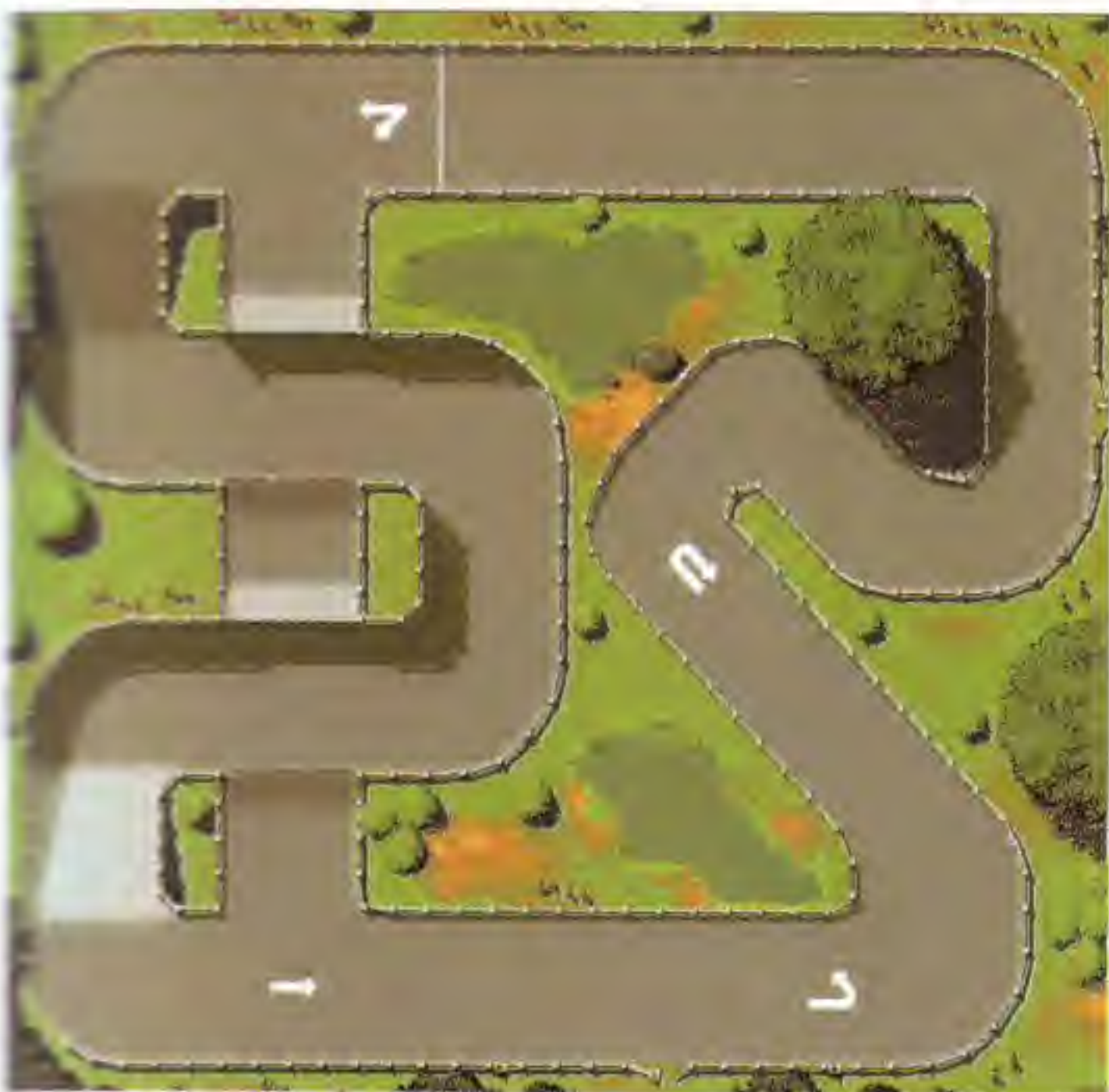
Each car repair has a maximum price, and the nearer the cost is to that price, the more good it will do. For instance, if the price is almost maximum, it will often do most of the repair. The maximum prices are:

REPAIR ITEM	COST	COMMENT
Sparkplugs	£400	Lick these and you're toast
Exhausts	£800	Destroys the ozone layer
Gearbox	£600	Grab your stick and pull it
Brakes	£400	Say hello to Mr. Windscreen
Panels/Body	£1000	Just look at those curves
Tyres	£600	You won't go far without them
Steering	£800	A circular object that turns
Suspension	£1000	You'll want a smooth ride



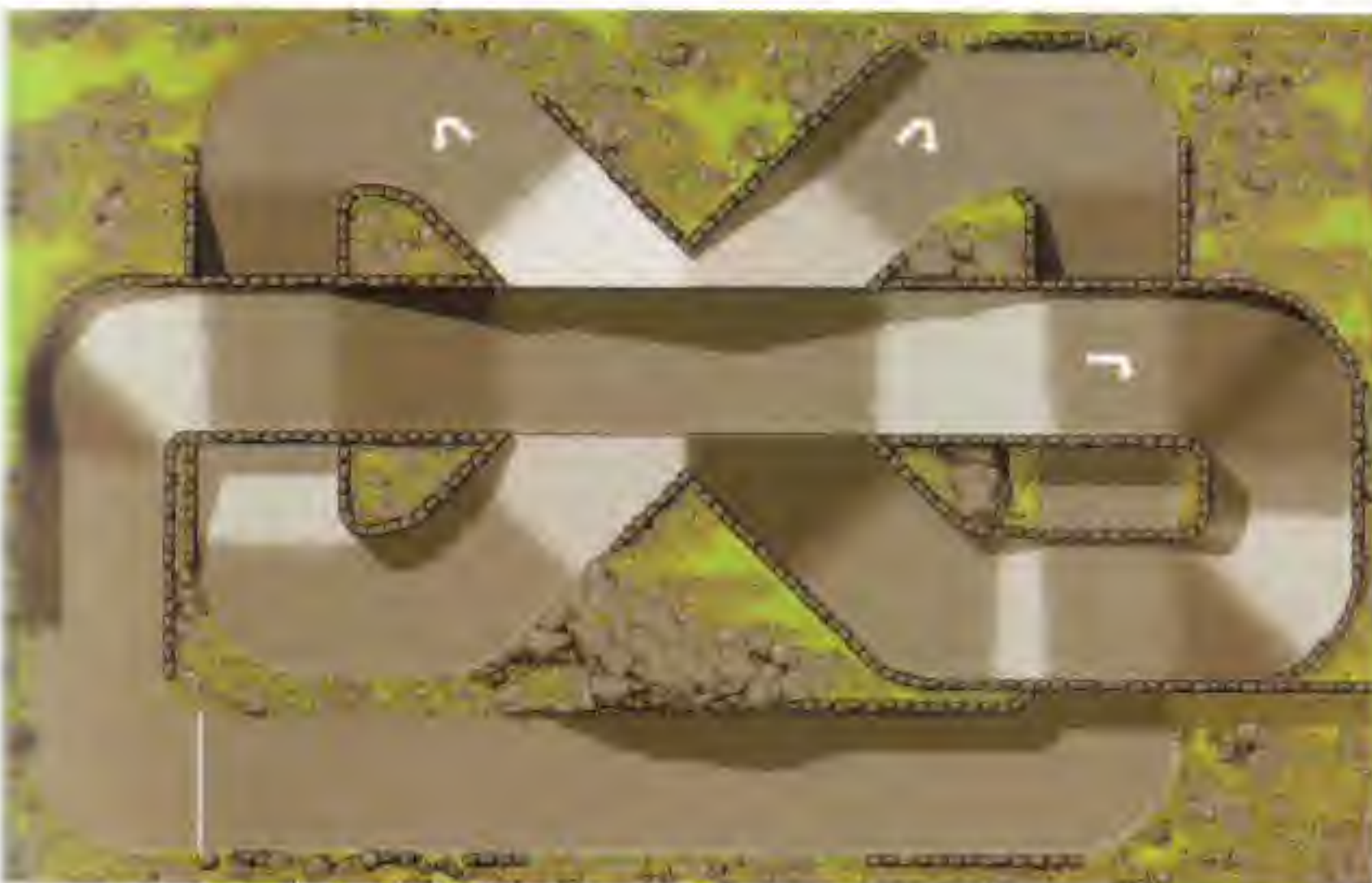
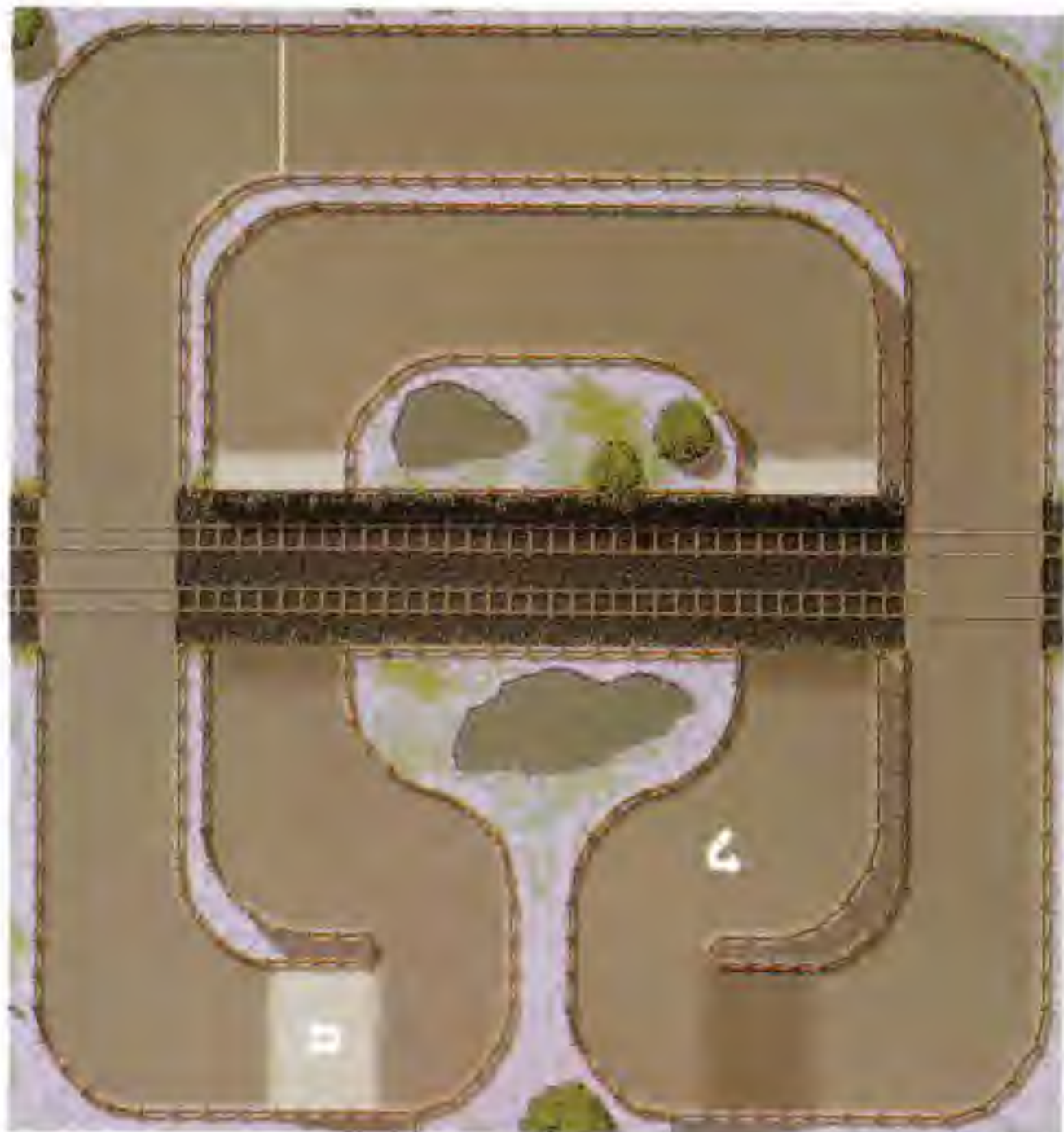
If you win the previous race, you'll be put at the back of the field in the next one. This can make it rather difficult to move through the positions. Luckily, you can make the task that little bit easier by immediately releasing several front missiles. Here, you've destroyed the car in front, but another car has released a rear missile and taken you out, a tactic you may wish to use in a similar situation.





**Medium Level Track 6:** The shortest and fastest route is definitely the jump route. But beware – if you take the first jump too fast you'll jump over the second take off point. The best tactic is to take your finger off the fire button for a split second before hitting the first ramp and re-apply once you hit the second take off point. Don't worry too much about the bottleneck as it rarely gets very crowded.

**(Below) Medium Level Track 7:** A very simple course to drive around, but the main problem is caused by the railway track that passes through it, no less than four times. As this is the last course though, you should spend loads of cash on turbo jumps to allow you to leap the trains. Without the turbos, there's precious little time to avoid the speeding train.



**(Left) Hard Level Track 7:** Be careful how you line up the jumps, as they're incredibly deceptive. Buy plenty of homers and front missiles so you can take out any cars that are likely to knock you off course as you approach the ramps. Turbo boosts can be used to make the jumps even if you can't give yourself a long enough run up. Don't be afraid to spend all your cash, as after all, this is the last track.

**Hard Level Track 6:** The key to success is the corner marked X. If you can pull out of it and provide yourself a clear run at the jumps you should be OK. As usual, there's little you can do about the railway, except pray that there are no other cars passing over it as you are. As with previous tracks, the railway passes straight through the road. Buying plenty of turbo boosts will allow you to jump the trains while most of your competitors will have to wait for it to pass by. Again, try and save yourself some money on the last track, which is by far the hardest you'll come across.

**(Below) Medium Level Track 5:** Because several of the corners have no barriers, you must be careful not to get pushed out of bounds or you'll be penalised a lap. Otherwise race around the track at full speed and use a handbrake turn effect (take your finger off/on the fire button and turn the car, then re-apply the accelerator) to negotiate the tight hairpins. As the track is fairly fast, you should be able to qualify without the help of any weapons. This will save money for the later tracks.







Well, at last it's here. The second part of the SWIV guide to aid you in your quest to overcome the various nasties and see what really lies at the end of this game.

The action is pretty tense and when you get near the end of the game you better hope you don't lose your weapons as it won't improve matters too much. But I'm sure your capable (aren't you?) and with the help of a guide of this standard how could you possibly fail? Anyhow on with the game.

Well, as you already know the action was getting pretty thick when we left off last time, but with the right combination of weapons you can just about cope.

But you're now getting to the points of the game where losing your weapons can mean the end of it all, because I'm afraid that in some cases, even with the difficulty level lowered, the enemies are just too many and you end up getting blown away left, right and centre.

Most of the baddies that you come up against are basically the same as the ones that you have seen before. But take care because if you've been doing well you're going to have to hit them quite a few times.

As you'll find out most of your problems are going to be on the ground. The first surprise comes from some innocent looking mountains that just appear to be some new scenery. However, as you get close you realise that they are volcanoes and have a tendency to erupt throwing all kinds of deadly debris in a number of different directions. Use your firepower to protect yourself from the flying debris and you should be alright, as long as you don't get cornered by some baddies.

A similar type of problem occurs later on as well. Some dome-type building near the end of the game will explode as you approach, sending bits of roof hurtling in your direction. But they only blow up once and as before your firepower should protect you adequately.

The first guardian that you will encounter will be the mounted gun turret somewhere in the ice stage (you can see it on the link provided quite eas-

ily). This nasty little fella will patrol back and forth on some tracks blasting away with some not so nice looking lasers.

His main strategy is to simply parade back and forth as mentioned, but when you come in line with him he will let loose a few shots that will make very short work of you.

On top of this there are a whole load of glowing spheres that endlessly move down the screen in your general direction. However, these can be taken out quite easily with a quick blast of your guns.

Your best tactic is to move in the same direction as the guardian firing with all your might, but just in front of him so that you don't make him fire. But don't go right to the edge of the screen or he'll have you trapped and it'll be harder to avoid his shots.

Of course, the bloke you really want to take out is the mega guardian at the very end, but once you get there you might regret it. You'll meet the first part of him a few screens away from the end of the game, and this part will slowly move backwards and dock with the second part before he finally starts to fire upon you.

There isn't much of a strategy to follow with this guy. Just avoid his firepower and anything else that happens to come towards you. Hit him with as many shots as possible and after a short time (quite long actually but I thought I'd try and make you feel better) he'll snuff it and you'll get to see the end bit.

There's a nice animation to see at the end and a small bit of text that takes the mickey a bit. But it's better than nothing and quite funny really.

CONTINUED AT BOTTOM OF SECOND COLUMN

CONTINUED AT BOTTOM OF THIRD COLUMN







CONTINUED AT BOTTOM OF  
FIFTH COLUMN



CONTINUED AT BOTTOM OF  
SIXTH COLUMN



FINISH



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# I Play 3D Soccer

SPORT SIM



Football simulations seem to get released at the rate of one a month. This is probably due to the popularity of the sport throughout the world, particularly in Europe. With so many soccer games on the market, most of which are pretty dire, the question must be asked as to whether there is still room for yet another.

I Play 3D Soccer takes on a behind player perspective. That is, the player you control is viewed from the rear, with the pitch and the other players viewed in full 3D. As you turn, the scenery rotates about your player.

The game starts from the team

selection screen. From here you must decide whether to play one human player against a computer controlled team or two human players against each other. In two player mode the screen is split horizontally across the middle and each window updates individually.

Before your players take to the field, you can set up the game options. This includes the ability to select which player you'd like to control, the length of the game and the computer's skill level if applicable.

Once the match kicks off, your main task as an individual player is to try and find space so a team mate can play the ball to you. Unlike other football simulations, such as Kick Off, you only control



After you've run half the length of the pitch and released a right-foot rocket, the goalkeeper leaps to his right to push the ball agonisingly wide of the post!

one member of the team at a time rather than the nearest player to the ball. If the ball goes out of play you can swap players.

Generally, there are three ways in which to gain possession of the ball: Tackle an opponent, intercept a passed ball or raise your right arm in the hope that a team mate will pass the ball to you.

When you receive the ball, your player will immediately turn to face the relevant goal. If another player is in a better position you can pass the ball to him by jabbing the fire button.

To shoot the ball at goal with accuracy, a small red sight appears that can be positioned over the goal. The shot's accuracy depends on the distance from which it was taken and it's power.

If the ball goes behind the goal for a corner, you can volunteer to take it. By using a small red sight, you'll be able to land it on the head of an attacking central defender.



Just as you were about to unleash a well placed shot inside the far post, a defender with the speed of Des Walker slides in with a well timed tackle to end the attack.



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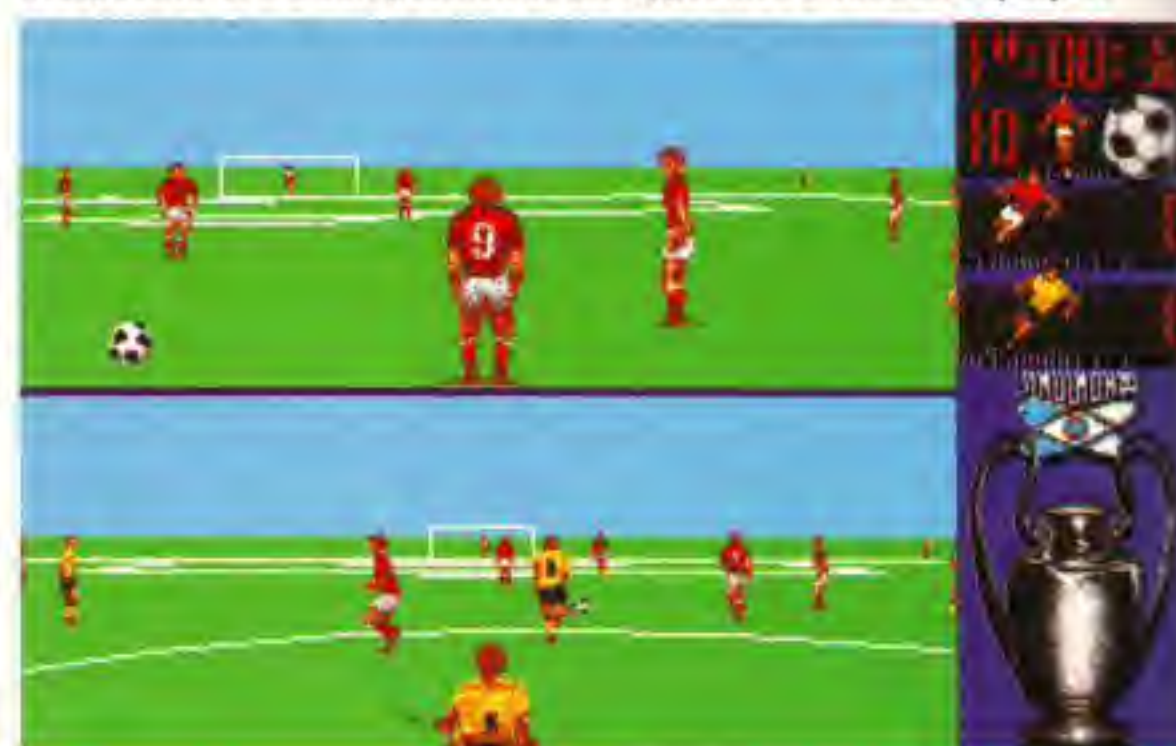
SPORT SIMS

*Watching somebody else play this game I must admit to becoming very excited. Technically, it cannot be faulted with smooth 3D update and convincing player animations. What lets it down is the gameplay. The perspective makes it difficult to tell who's in possession and the game becomes confusing. Another serious problem is the omission of a league or cup competition. If you're after the ultimate football sim, look no further than Kick Off 2. It's leagues ahead of this in terms of playability.*

To attract the attention of a team mate, you can raise your right arm. This will send a searching ball in your direction to set up the next attack.



In two-player mode the screen is split with each window updating irrespective of the ball position or the opposition's controlled player.







# Passing an exam . . . applying for a job . . . whatever you want to do in life you need to be able to SPELL!

There's mounting alarm about the appalling standards of spelling among Britain's schoolchildren. MPs, teachers, parents and employers are all stressing the vital importance of being able to spell correctly.

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*It includes five different tests, each making use of more than 5,000 words – so much variety that you'll never get bored.*

## FIVE ways to improve your spelling

**In a Flash:** Read the word as it flashes on the screen, then type it in. For practice runs, the word is left on the screen as it is typed.

**Rocket:** Hidden words have to be discovered in this hi-tech version of the old favourite Hangman. If they are guessed correctly the rocket will blast-off. Fail and all that's left is a load of scrap.

**Lunar Buggy:** Type fast for fun. The aim is to key in the word as it's pulled across the screen by the buggy. It has to be completed before the letters drop down a crater.

**All Mixed Up:** Jumbled letters have to be sorted out to find the scrambled word. To help beginners – and anyone else who is stuck – clues can be obtained at the press of a key.

**Conveyor Belt:** Words pass by on the screen and have to be remembered. Then they must be typed in – spelt correctly. This is a challenging test of both spelling and memory.

**All the programs have several options for extra flexibility – like a timer with on/off option to add that extra challenge.**

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Over the past few years, several game creation systems have been released, intended to allow the average home user to create a marketable game. The first creators were very basic, allowing the most imaginative developer to change just the graphics and sound.

Recently, we've seen the release of more advanced creators such as AMOS. At last we have a program that gives us the freedom to produce whatever we want.

Up until now, no tool has been devised that allows the user to produce a fully fledged 3D environment. Incentive Software are about to change all this by giving away their trade secrets. By packaging up the Freespace 3D routines with a manual and tutorial video, what they've effectively given us is the power to design games in the same mould as the hits Driller and Castle Master.

3D Construction Kit is an icon-driven system that allows you to create, animate and control 3D objects. You can also create the whole environment, again in full 3D and finally put together a playable game containing puzzles and shoot 'em-up elements.

The screen consists of two main portions. The upper half is dominated by the game world, which displays your creation. The remainder contains the control icons which are split into various groups. Most of the commands produced by the icons are duplicated from the pull-down menus, so you can use whichever system you prefer.

Creating an object is simple.



**3D CONSTRUCTION KIT**  
DOMARK £49.99  
TEAM: INCENTIVE SOFTWARE



Upon loading 3D Construction Kit for the first time, you may find the vast array of icons fairly overwhelming. However, after spending half an hour experimenting, you'll soon begin to realise that each is logically laid out and well backed up by the range of pull-down menus. The video which is supplied with the package will help to an extent, but don't expect to be taught how to write a game. To create a full game you'll have to master the integral programming language. This may put a number of people off, but it's the only way to create something different, and actually isn't all that difficult. Once you master the language, the possibilities are endless and, therefore, 3D Construction Kit is highly recommended.

Select the basic shape required and stretch, shrink, colour and rotate, until you're happy with the shape. To create more complex designs, you can link several shapes together and treat them as individual objects.

Once an object is born, it can be manipulated easily by simply clicking on its name from the object list or by pointing at the object in the game window. Any object can be fully edited and mistakes can be undone, so it's possible to experiment in complete confidence.

When all the objects are created you'll need somewhere to put them. A complete world can be created consisting of a single area or multiple areas linked via doorways or specific programmed conditions.

Although the kit requires no previous programming ability, to create something different you do need to master the language supplied. This is similar to Basic with the commands oriented towards standard English using specific object names and numbers.

To show how simple it is the following example checks to see if

an object has been picked up:

```
IF ACTIVATED?
THEN INVIS (4)
SOUND (5)
ENDIF
```

A simple loop waits until the right mouse button is pressed while the cursor is positioned over object 4. If the conditions are true the object disappears and a sound is emitted.

To move and animate an object independently, a similar programming method is employed. An animation channel is assigned to the object and can be linked with the corresponding program. If a condition is reached, the animation program is executed. This may seem complex, but the two do work together effectively under the same object name.

To sum up 3D Construction Kit in such a short space is impossible. There are so many options and possibilities, you could well find yourself creating a whole new world.

OVERALL  
SCORE  
**90%**



By taking advantage of the built-in laser fire, it's possible to create an exciting 3D shoot 'em-up, in the Elite or flight simulation mould.



It's possible to highlight the currently selected object or if you wish, you can even turn off all the unselected objects and concentrate on the selected one.



# 3D Construction



Most of the icons found in the editor are duplicated within the pull-down menu system. Some options are not displayed as an icon so you'll have to move through the menus.



If you're not very creative or find it difficult to draw objects, don't worry. Several objects are supplied on the disk to give you a head start, including this chopper.



# LET'S CREATE A WHOLE NEW WORLD TO PLAY IN

## THE MAIN EDITOR



- 1) Show selected object
- 2) Highlight selected object
- 3) Viewpoint control
- 4) Object position
- 5) Camera mode
- 6) Movement step toggle
- 7) Object size/rotation
- 8) Freespace control icons
- 9) Look up/down
- 10) Rotate full screen
- 11) Shortcut icons

## EDIT OBJECT



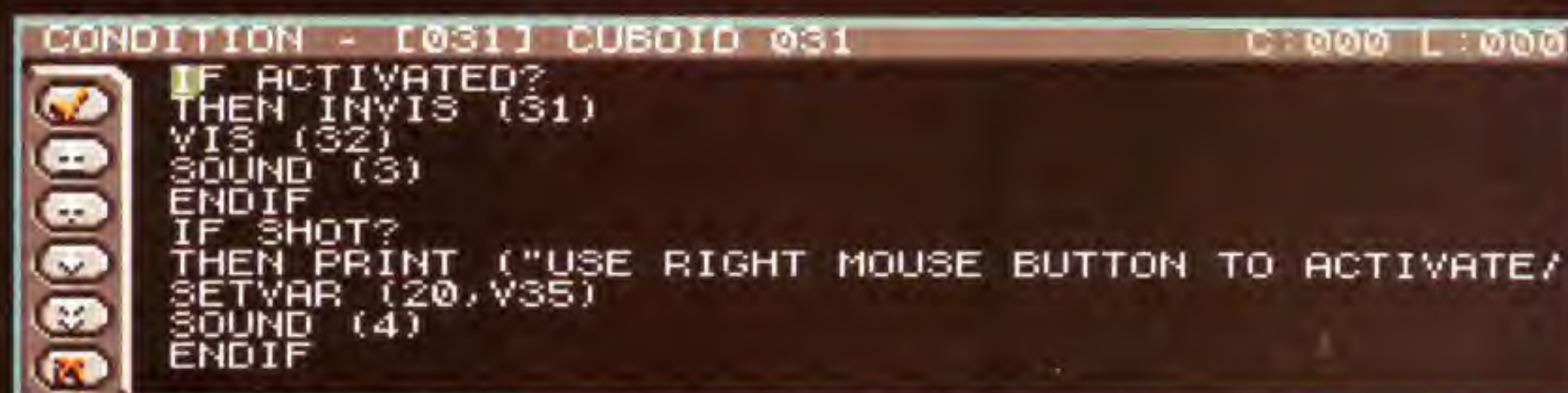
- 1) Adjust a point on the object
- 2) Rotate object around an axis
- 3) Reduce the size of an object
- 4) Increase size of an object
- 5) Move object in any direction

## THE ORIGINAL SHAPE



There are seven basic shapes to choose from, but each can be combined with another to produce endless possibilities. There's also a group option to allow you to treat several objects individually.

# Kit



To create a full game with individuality, you'll have to get to grips with the very simple programming language that comes with the editor.



By the best part of producing a game is adding the finishing touches. 3D Construction allows you to incorporate borders designed in any IFF-compatible paint package.



The only limit to the number of objects on screen is memory. This allows you to create very complex objects but remember, the more complex the screens, the slower the update.



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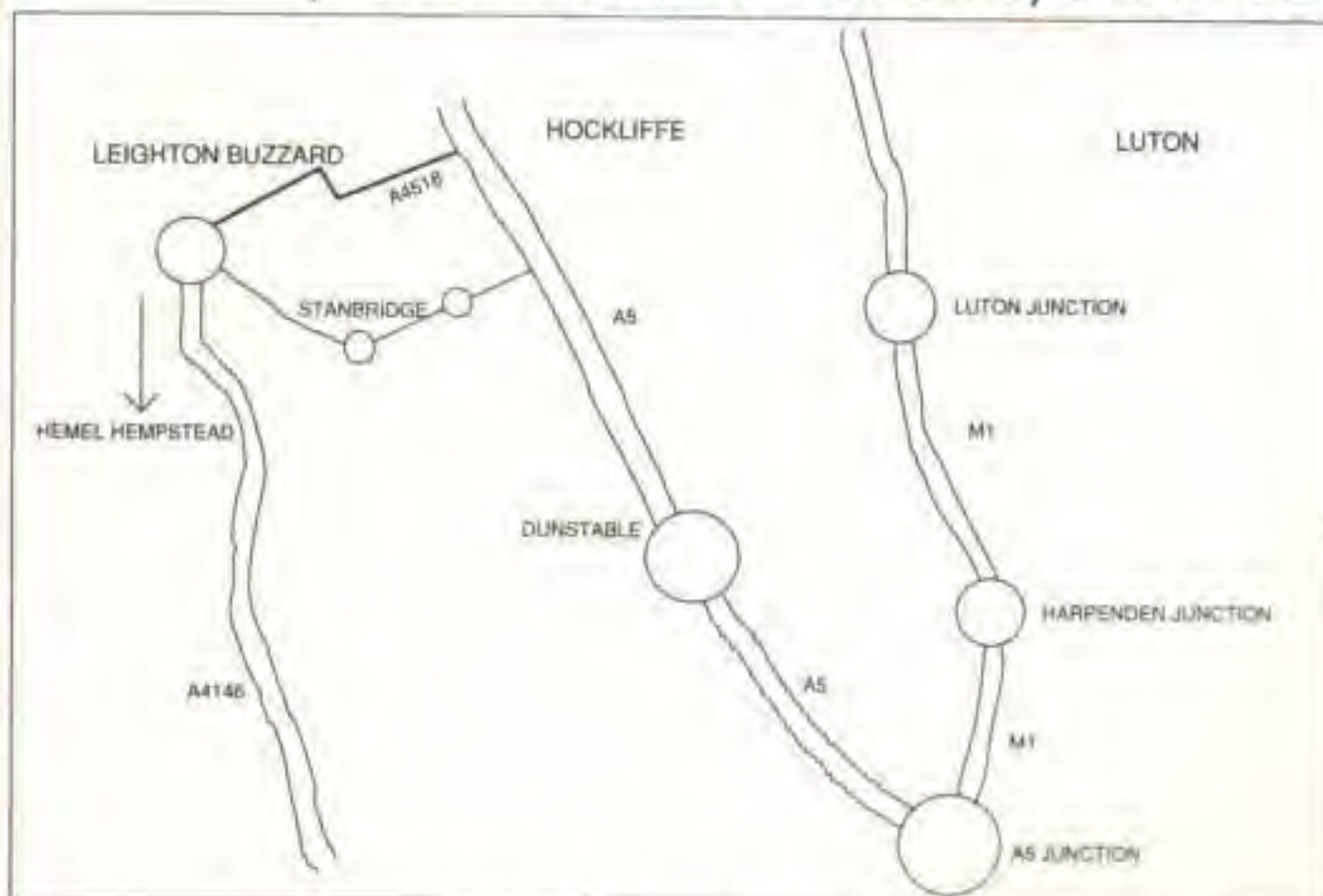
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## (Personal callers welcome) HOW TO FIND US.....



Maps showing direct routes from the motorway and A5





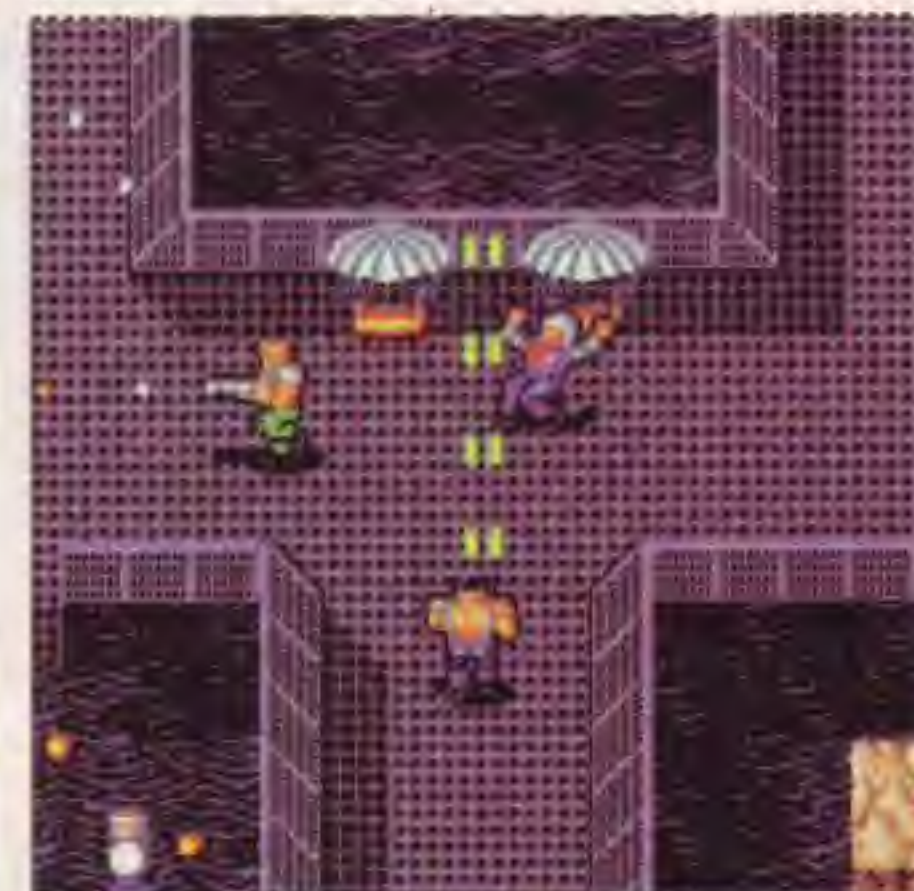
To progress all the way through a level, you'll have to take on and eliminate an end-of-level guardian. Each is capable of absorbing several rounds of ammunition.



The tank at the end of level three proves to be a formidable opponent. To make life harder, there are even two enemy snipers hiding in the undergrowth.



The harmless looking parachutes float gracefully towards earth and explode on impact, taking out the immediate surrounding area.



SHOOT 'EM UP



If you can think back a few years and remember the game Commando, you'll probably already know what Warzone is all about. Core Design, the people responsible for the excellent Corporation and Chuck Rock, obviously feel that there's



If you fail to destroy the large missile launcher emplacements, you'll be chased up the screen by a rather large homing in rocket.



Holding down the fire button activates a bomb. In a flash of blinding light, the entire contents of the screen is wiped out.



# Zone

additional pick-up weapons and of course the vastly improved gameplay and speed that 16-bit computers were designed to offer. Apart from that though, there's not that much extra.

The game is set in 1999. A foreign enemy force has invaded various parts of your beloved home country and is hell-bent on overthrowing the Government. To back-up their efforts, they've even taken a number of hostages and prisoners of war.

You, and possibly a team mate in the simultaneous two-player mode, must infiltrate the enemy forces and bring an end to this terrible atrocity that currently dominates world news. Battling your way through eight enemy infested lev-

els, you'll meet various types of military hardware including tanks, jeeps, helicopters and armoured vehicles.

As you progress through the vertically scrolling levels, you'll come across various crates, boxes and barrels left behind by the enemy. Shooting such objects, may reveal a useful tool such as additional weapons, power-ups, medical aid or a bonus points star.

Collecting powerful weapons is vital if the mission is to be a success. The weapons range from the basic machine gun to a fully guided rocket launching system. Other weapons include a green laser, three-way plasma beam, grenade launcher and a short range flame thrower.

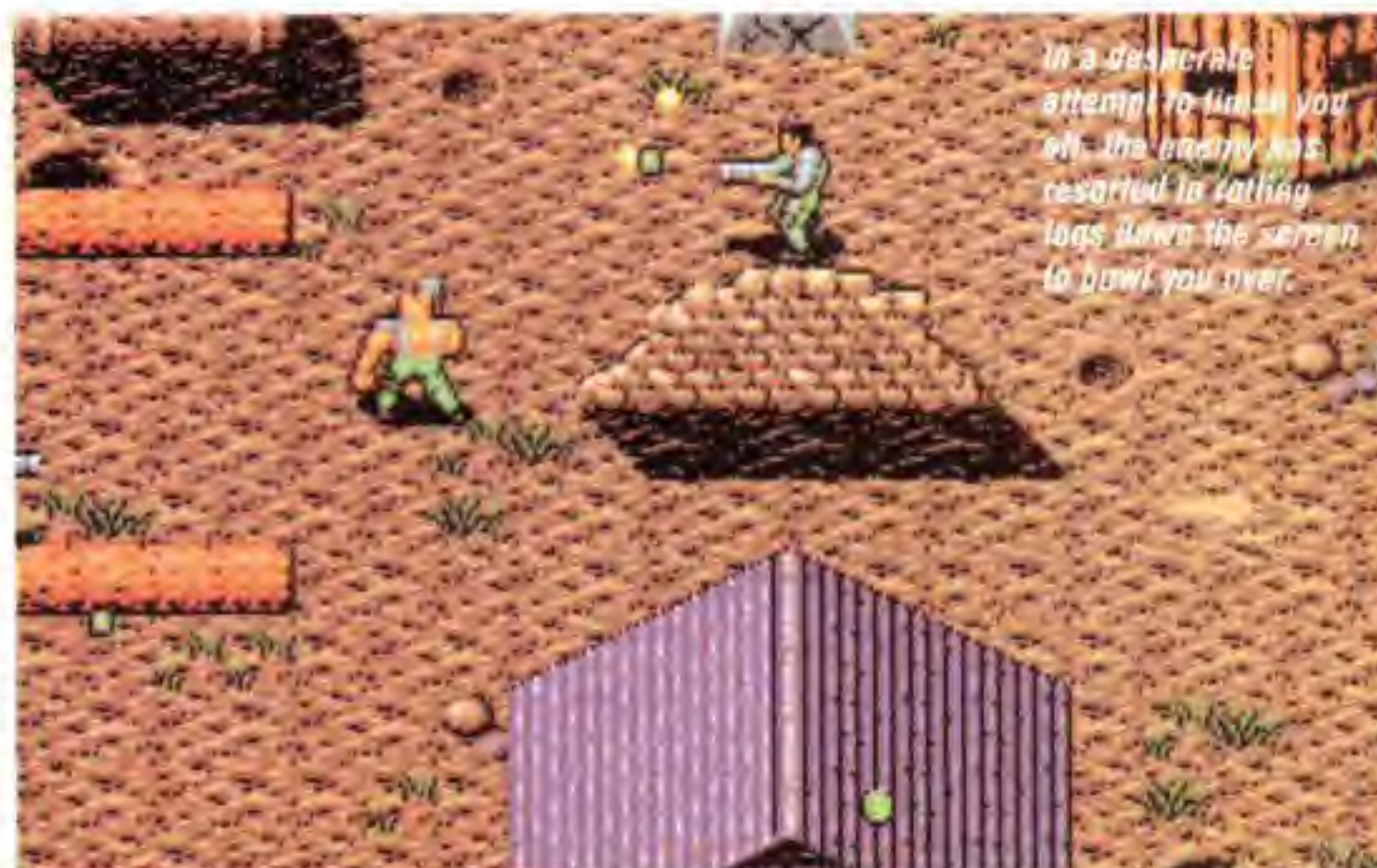
Each weapon has its own strengths and weaknesses, but they can all be vastly improved by collecting power-ups. The green laser for instance, can be increased from a single shot to a treble shot weapon, the flame thrower's range is increased and the grenade launcher can be improved to lob three grenades at a time.

Each time you're hit and believe me, that'll be plenty of times, your health points decrease. The only way in which to increase the ever decreasing energy bar is to pick up medical aid such as first aid kits. If, however, you allow your health to reach zero, you lose a life.

Throughout each level you'll encounter enemies of varying ability and



*At the end of level four, a submarine rises from the depths of a murky river. It opens fire immediately and causes you and your team mate many a nervous moment.*



*In a desperate attempt to finish you off, the enemy has resorted to rolling logs down the screen to bowl you over.*

## WHO DARES WINS!



### FLAME THROWER

*An excellent weapon that's perfect for destroying the guardians. Unfortunately, it has a very limited range.*



### GREEN LASER

*Fairly powerful, rapid fire weapon that can be powered up to provide three bolts of energy at once.*



### ROCKET LAUNCHER

*Destructive weapon that originally fires normal missiles. When powered up though, the missiles become guided!*



### GRENADE LAUNCHER

*Lobs grenades that explode on impact. However, the weapon is completely ineffective at short range.*



### THREE-WAY

*Fires balls of plasma over a wide arc. The size of the balls can be increased by collecting the power-ups.*



*The trail forward is sometimes blocked by electronically controlled doors. However, you possess the firepower required to blast your way through.*





➤ intelligence. Some of the agents for instance, simply run at you with all guns blazing, while others take well aimed shots from secret hideouts. Also, some require a single shot to disable them, whereas others will have to be encountered several times before you'll find an effective way in which to eliminate them.

Once you've waded and battled your way through the various enemy ranks and negotiated the many obstacles, you'll have to face up to the feared end-of-level guardians: usually the most formidable piece of hardware the enemy can lay their hands on. To eliminate such artillery, you'll have to pump several rounds of ammunition into it, while avoiding the various homing in missiles and lead that's offered in return.

Luckily, before you left base you were trained in the use of smart bombs, that can be used effectively to combat the guardians, or for that matter, at any

time during the game when the going gets tough or things get out of hand. Simply by holding down the fire button, the bomb is activated, wiping out the contents of the entire screen.

Obviously though, there's a limited supply, that can be topped up by picking up the ones carelessly

left behind by the enemy agents.

Another way in which to earn brownie points, is to release the hostages found chained to posts. Release every one of them and you'll definitely return home a hero.

**OVERALL  
SCORE  
88%**

**A C T I O N I N F O**

**WARZONE**  
CORE DESIGN £20.99  
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*Commando fans are certainly in for a treat this month with the simultaneous release of both Mercs and Warzone. If you had to choose between the two, my money would be on Warzone. In terms of playability Warzone has the edge, just. The graphics are also improved having a cartoon feel to them. Before you go comparing it to Commando, I can assure you that the game has improved over the 8-bit classic in every department and will appeal to fans of this style game and shoot 'em-up enthusiasts alike.*

**LEAGUE RATING**

9	SILKWORM
10	WARZONE
11	ATOMIC ROBO-KID

**S H O O T ' E M - U P**

## SO, YOU WANNA BE A MARINE?

**HIT POINTS:** Decrease when you're hit by any enemy fire.

**LIVES:** When your hit points reach zero, a life is lost.

**SMART BOMBS:** When triggered, they wipe-out the enemy forces.

**MACHINE GUN POSTS:** Require several shots to destroy.

**WEAPON CASE:** When you shoot them open a new weapon is revealed which the enemy has carelessly left behind.

**CRATES:** Contain medical aid, smart bombs, bonus point stars and weapon power-ups.



**ENEMY AGENTS:** Roam around freely, and randomly open fire.

**SNIPERS:** Concealed in the bushes, the snipers lie in wait.

**POWER-UPS:** Increases the firepower of the weapon currently in use.

**HEROES:** Either one or two players can participate in the action. In two player mode it's best to build up a good working relationship and decide who needs the extra weapons most.

## WEEKEND WARRIOR COMPO

Certain members of the Amiga Action team are currently going head over heels about the new paintball craze. If you fancy yourself as a weekend warrior you'll probably want to win a copy of Warzone. To achieve this all you need to do is answer the following, dead easy question:

**What are paintballs made out of?**

**A: Oil paint B: Poster paint C: Food dye**

The first correct entry out of the hat will win the prize. Send your entries to:

**Warzone Compo, Amiga Action, Europa House, Adlington Park, Macclesfield SK10 4NP.**



Although the train isn't an end-of-level guardian, it does require a number of shots to destroy it. The flame thrower is the ideal weapon for such obstacles.





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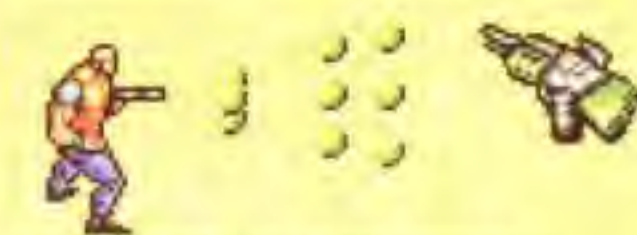




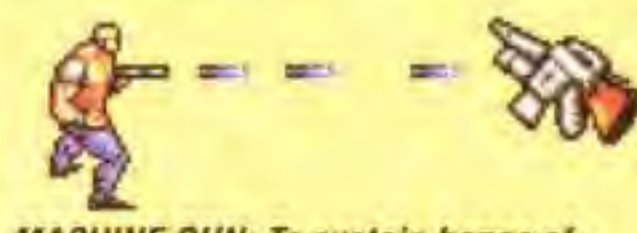
## WEAPONS OF WAR



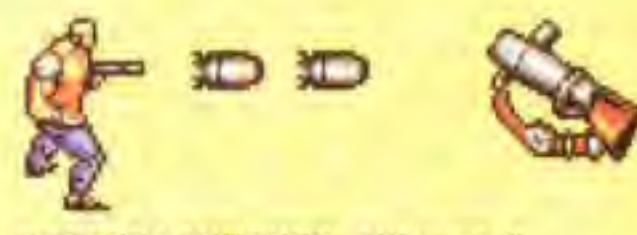
**FLAME THROWER:** Very powerful and excellent for taking out the guardians. Unfortunately it has a limited range.



**SPREAD GUN:** The best protective weapon available and also fairly powerful. Collecting a power-up increases the size of the arc.



**MACHINE GUN:** To sustain hopes of survival you'll need a couple of power-ups or preferably, a new weapon.



**ROCKET LAUNCHER:** Although it doesn't provide all round protection, it's extremely powerful and ideal for taking out the guardians from range.

### JOSEPH GIBSON

FORMER GREEN REBEL IN THE 3TH AIRBORNE HE HAS MASTERED A LARGE VARIETY OF WEAPONS. NOW HE IS A MERC.



### HOWARD POWEL

HE WAS MADE THE LEADER OF A SPECIAL TERRORIST TASK FORCE AND FINALLY WENT OFF AND FORMED THE REBELS IN 1985.



The climax to each level is a large and ferocious guardian. On the first level you appear to be home and dry when a Harrier Jump Jet appears from nowhere and attempts to strafe you with cannon fire.

## TAKE THE FOOD AND RUN



In the middle of the jungle, survival is the name of the game. Fortunately, there are plenty of hamburgers, pieces of meat and even spinach that can be eaten to boost your ever decreasing energy bar.



Moving onto level three, you're immediately set upon by two flame throwing armoured cars. Dodging the flames was easy, but avoiding the incoming homing missiles is near impossible!



To progress onto the third level, you'll have to destroy the large armoured vehicle that rolls onto the screen. The best tactic is to smart bomb it and follow through with a burst of gunfire.



Flame throwers are ever present throughout the eight increasingly difficult levels. The result of getting hit by a flame is instant death, so stay well away.



Pressing down and holding the fire button activates your smart bomb. In a flash of light the rebels are blown from the screen. Not wisely though, as you only have three.





Six years ago, Howard Powell, the leader of a crack terrorist group, decided it was time to break away from such evil ways. His plan was to form a group of elite mercenaries that would deal only in specialised missions. Since forming the group several years ago, they've not been involved in any true military activity. However, all this is about to change.

The former president of the United States has been taken hostage by a group of Zutula revolutionaries while taking part in a world peace bid in central Africa. Nobody knows why he's been taken captive, and for this reason, such information should not, under any circumstances, leak to the public or the media.

This immediately sets out any military intervention, as the press show every move the armed forces make. Therefore, the mission must be taken up by an undercover group, namely, Howard Powell's Mercs.

Joseph Gibson is the man chosen by the Mercs to lead the assault through Africa. If necessary, he will be given backup by Powell, if the mission proves too difficult for a single man.

Playing the part of Gibson, you must battle your way through eight increasingly difficult levels in an attempt to free the President. A second player can take up the role of Powell and the two can battle it out on the screen simultaneously.

Thinking back several years, many of you may remember the old classics Commando and Ikari Warriors. Mercs is simply an extension of the two games. Rather than simply progressing up the screen though, the whole playing area scrolls in all four directions. To progress you must advance in the direction of the red arrows, that flash intermittently.

The game begins in the steam-

ing jungles of central Africa. The enemy is immediately alerted and several waves of troops are sent out to bring a premature end to the rescue attempt. Armed with only a machine gun, the task ahead seems rather daunting.

Luckily though, the front line troops don't live up to initial expectations and provide little resistance. This gives you the opportunity to pave a path through the first level and collect advanced weapons that have been dropped or simply forgotten about by the crumbling enemy.

As you progress through the levels though, the enemy attacks become incredibly frantic and survival is the name of the game. Luckily, there are plenty of food

stuffs lying about that can be picked up to boost your ever decreasing energy bar. Also, the extra weapons and power-ups keep appearing in the form of crates, so it's possible to keep up with the best.

Not content with sending crowds of machine gun wielding rebels in your direction, the revolutionaries have a vast battalion of artillery as well, including tanks, jeeps, missile emplacements and even air power. The climax to each level sees you taking on such artillery head-to-head. While avoiding enemy fire, you must pump several rounds of lead into the guardian to progress onto the next level.

Being fully trained in various forms of hardware and artillery, you're given the opportunity to take over some of the rebels' tanks and jeeps. Once in control of such a vehicle, you can simply crush the rebels or fire the advanced weapon bolted on to the front. This certainly increases the chance of survival and raises the hopes of the government back home who eagerly await the return of the former premier.

OVERALL  
SCORE  
**82%**

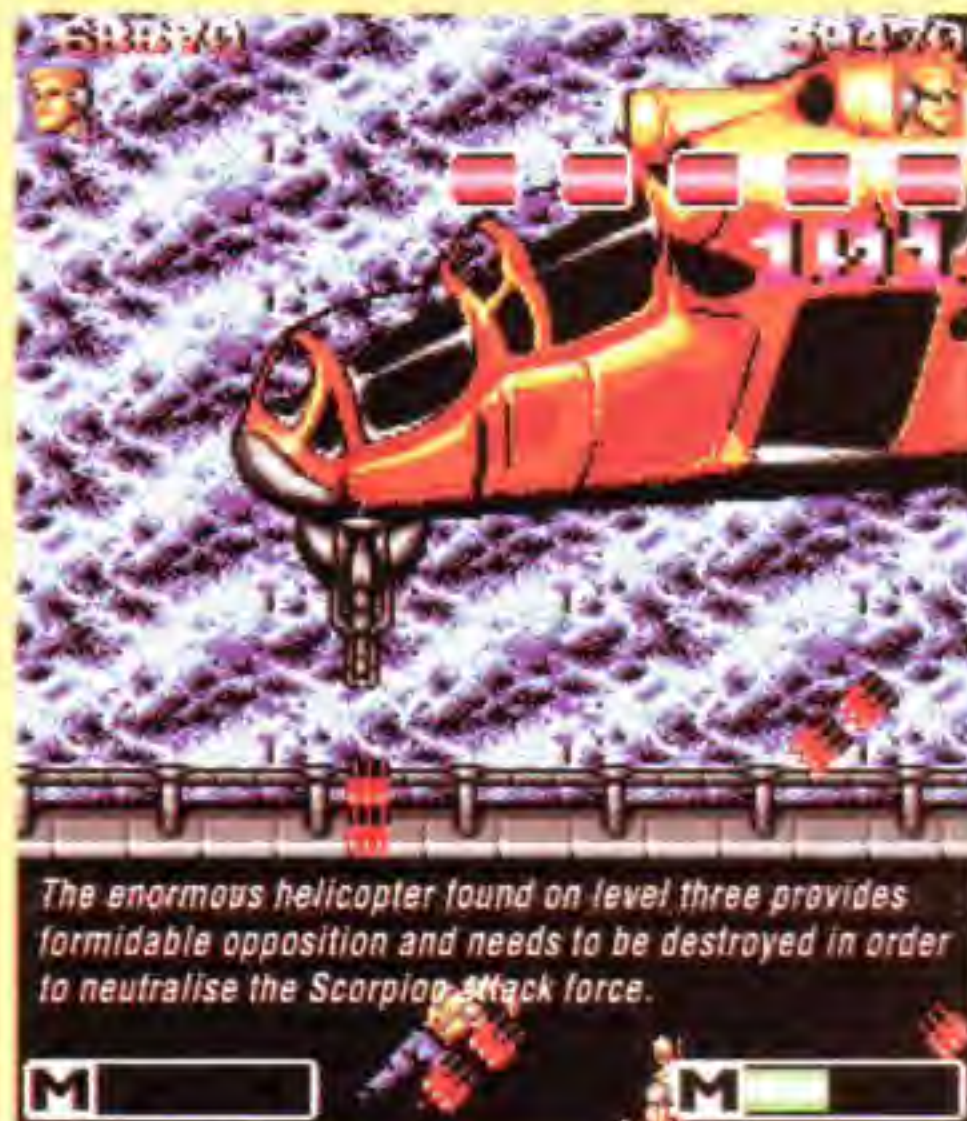
# Mercs

A C T I O N I N F O	
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<b>LEAGUE RATING</b> 19 R-TYPE II <b>20 MERCS</b> 21 LINE OF FIRE SHOOT 'EM UP	

After the recent conflict in the Gulf, there seems to have been a new breed of war style games. Mercs continues the current trend, taking the Commando style shoot 'em-up one step further. In terms of gameplay there's no improvement over past products, but technically it has improved. The action is fast and frantic, while the difficulty level is perfect. The addition of extra weapons and power-ups is also appreciated. Although not standing out from the crowd, it will appeal to fans of the genre.



On certain levels you'll have to wade your way through swamps and rivers. Wading slows down the Mercs making them increasingly vulnerable, so it's best to avoid such hazards.



The enormous helicopter found on level three provides formidable opposition and needs to be destroyed in order to neutralise the Scorpion attack force.



005  
AMIGA  
ACTION





## WOT NO TECH BITS?

I am writing to you concerning the new face of this year's Amiga Action design.

I have found that it meets my every demand for games coverage and hints and tips, yet I have one query. Amiga Action still has no coverage of the best selling utilities and graphic packages.

I have found that my father has to run to the newsagent on a monthly basis to purchase a magazine that contains such articles. So if you don't do something fast he may cancel the subscription we have to Amiga Action.

Could you tell me if it's true that Accolade has a new game out called Search For The King? If so, please review it fast.

**Julian Borg, Malta**

Our main aim as a computer leisure magazine is to bring reviews and supply news on the latest in entertainment software. This will always remain our top priority.

However, since the start of the new-look mag we've also included a section on the latest utilities and hardware released on the Amiga. If companies send us the kind of products you refer to we'll cover them here.

There's also a technical article that deals with the Amiga operating system.

If you have a passing interest in such subjects, these few pages should supply you with the necessary information. If any other readers feel we should devote more space to the technical side, let us know.

Following a brief phone call to Accolade, I can confirm that Search For The King was released in May and as yet, we have not received a review copy.

## SMALL-TIME THIEF

I pirate games off other people on a regular basis, because I simply cannot afford to buy originals at prices over £20. Everyone else I know pirates games too, so why do you print adverts warning people about pirating games? If games don't come down in price, people will never stop pirating. So it's a waste of space in what is otherwise a brilliant magazine.

I bet you don't have the guts to print this letter.

## Pirate Blackbeard

Yes we do have the guts to print this letter even though you didn't have the guts to print your real name. It appears you pirate games, simply because you cannot afford to purchase them.

Many things in life cost money and if you can't afford something then you'll have to go without. I hope this highlights the fact that pirating software is theft!

## CLASH OF THE TITANS

I think that the new look Amiga Action is great in many respects. The new scoring system, the super league and the all colour reviews are brilliant. Having said that I think that the actual charts are a bit dubious.

Now I am not going to piddle around arguing whether or not number 34 should swap places with number 35 just because number 35 got one percent higher. What I am worried about is the top three or four positions that cover the best games.

For instance, why do you persist in rating Xenon 2 above all others? Apart from being a bit dated, it has none of the new features that recent releases boast, such as dynamic loading, two player options and difficulty level assessment.

I agree it was good in its time but you have to accept that its been thrashed by its rivals. Just because it's a Bitmap Brothers production should not guarantee it a top position.

What makes Kick Off 2 so great? It resembles nothing to do with football gameplay. It reminds me of pinball, not football. So why is it number one?

Apart from this the magazine is great!

**Tim Hoe, Milverton**

Ever since we started the super leagues, we've always been inundated with letters from readers who wish for certain game positions to be changed.

Everybody's opinion is different, therefore it's impossible for us to please everyone. In the defence of Xenon 2, the graphics and sound are excellent and the vast array of weapons available remains untouched.

Regarding Kick Off 2, I must also disagree. What this game offers in gameplay terms is unsurpassed by any sports simulation and is the nearest thing possible to playing the real thing.

## SWIV SHOW OFFS

We very much enjoyed reading your article about SWIV. However, we would like to point out a minor error concerning the massive twin-bladed helicopters.

Due to the fact we are such experts in this field (because we spend almost 23 out of 24 hours a day playing the game!), we have found that you are able to destroy the twin-bladed beasts providing that you have the necessary firepower.

Surely this information warrants a small gesture of your appreciation to us. We await your response to this top secret letter.

**The Queens of SWIV  
(Chris and Bob), Bristol**

Having seen and actually played the game to the finish, I can honestly say that I've never even seen the twin-bladed helicopter destroyed.

Now, considering you're so damn clever, could you possibly tell me if the helicopter in the original Silkworm can be destroyed, because I've also pumped a million rounds of ammunition into that one

without the slightest success.

## COVERDISK DELIGHTS

I just had to write in and compliment you on producing the best value computer magazine I've ever bought. Yes, you've guessed it. I'm talking about the May issue.

While other magazines churn out one disk with either an old game that never sold very well or one or two tiny games demos, you managed to put on two disks a brilliant shoot 'em-up (as good as Z-Out in my opinion) and an enormous game demo complete with the whole intro.

With all that you'd think that the magazine would be a little lacking, but you still produced 112 quality pages of news and reviews.

Your older cover disks were no less impressive with numbers 4 and 5 being superb. I really hope you will keep up the quality of the disk as Amiga Action is currently my favourite mag and I buy five or six a month!

I'd also like to ask who won the ROX compo in issue 18?

**Rafe Abrook, Isle of Wight**

Well, what can I say? Judging from the dozens of other letters we received this month, it seems that the full game went down very well indeed. Thanks to all our readers for their encouraging comments about the May issue.

The results of the ROX compo were printed in the last issue (Number 21).

**Send your letters to: Peter Lee, Talk Back, Amiga Action, Europress Interactive Ltd., Europa House, Adlington Park, Adlington, Macclesfield SK10 4NP.**







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## YOUNG GUNS



**7mm REVOLVER:** An obsolete weapon found on low technology worlds.

**9mm MAGNUM REVOLVER:** A larger and more powerful variant of the 7mm Revolver.



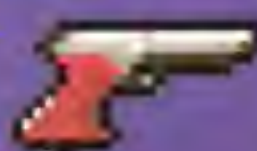
**10mm SNUB PISTOL:** Low power weapon designed to be used at point-blank range.

**BODY PISTOL:** Designed to be easily concealed. Will not activate weapon detectors.



**9mm AUTO PISTOL:** Small, inexpensive and effective against unarmoured opponents.

**4mm GAUSS PISTOL:** Fires a needle-shaped projectile using an electro-magnetic field.



**7mm CARBINE:** Readily available on low tech worlds. Requires little training to use.



**9mm RIFLE:** It has a high penetration factor and is effective against armoured targets.



**7mm AUTO RIFLE:** Highly restricted weapon. Very effective against unarmoured targets.



**4mm GAUSS RIFLE:** State-of-the-art weapon that is only available on high technology worlds.



088  
AMIGA  
ACTION

ROLE PLAYING



You have been transported into the distant future by several thousand years. Mankind has colonised the stars.

The human race has spread throughout the nearby systems and further into the distant reaches of space.

Over this time there have been four legendary frontier wars. They all have something in common. Each was started by the Zhodani and all have ended in a shaky peace. Since humanity made contact with the aggressive race conflict has been a constant reminder of the Zhodani's love for fighting.

Now with the aid of corrupt Imperium officials they are planning the most brutal frontier war ever. Using spies and agents placed within the fabric of society itself they are smuggling arms to traitorous groups and stirring up the population. The Zhodani plan to strike at the Imperium from inside its borders.

The Traveller universe was first conceived almost 15 years ago by a chap named Marc Miller. Over the years the role-player game has been updated and revised and has now appeared on the computer.

The human race has reached the level of technology that permits regular star travel and many new star systems have been colonised.

# MegaTr

The Spinward Marches is the particular area in which the computer game is set. Much of the Marches is controlled by the Imperium. They provide military and civil support for the settlers that live in the region as well as ensuring that the systems that border the Zhodani controlled areas are protected from aggressive moves.

Before beginning your adventure you are going to have to create a party to control. Included with the game is a selection of pre-generated characters or, if you have the time, you can design your own. Each is defined by a selection of attributes that role-players will be familiar with (strength, dexterity and so on) as well as a list of skills. Rather than relying on a series of generated numbers Traveller characters have their history mapped

out and their abilities are based on their past experiences.

The majority of characters have some sort of military experience and the first thing for you decide is which service you wish to enter: the Marines, Navy, Army, Scouts or Merchants. Every four years the computer decides what happened to your character and in what areas he or she may have become more experienced.

The more terms the person spends in service the more experienced they will become but conversely the older as well. It's no good having a character who is adept in all forms of unarmed combat if they can only move about using a Zimmer Skimmer.

Finances and assets are decided at the end of the generation sequence and then you are finally



					<b>MT</b> 	
<b>SKILLS</b> ATU BRIBERY COMM COMPUTER ENGINEERING LASER WPN NAVIGATION PILOT SWORD TRADER TURRET WPN VACC SUIT			<b>EX-MERCH 1ST OFF</b> HADELLAN			<b>PERSONAL RECORD</b> HEALTH PRIMARY WEAPON SECONDARY OBJECT WEAPON LIST ARMOR GRENADES INSPECT OBJECT
Each of the heroes has a separate character sheet. Details of physical and mental abilities and past experiences are all included. Equipment carried, clothing worn, weapons in use and so on all get a mention.						<b>02</b>  <b>ARM.</b>
			<b>PRIMARY</b>  <b>SECOND</b>			





# Traveller 1

ready to hit the streets.

You begin on Efate, a high technology planet in the Regina sub-system. You can explore your surroundings on foot or by vehicle. The cities contain many different types of buildings to visit, from museums to gun shops, from bars to hospitals. You will be able to find much of what you need on Efate but to stop the Zhodani you are going to have to go to other systems as well.

You have a ship which is capable of intersystem flight (when you have repaired it) and using this you can travel to other planets. To

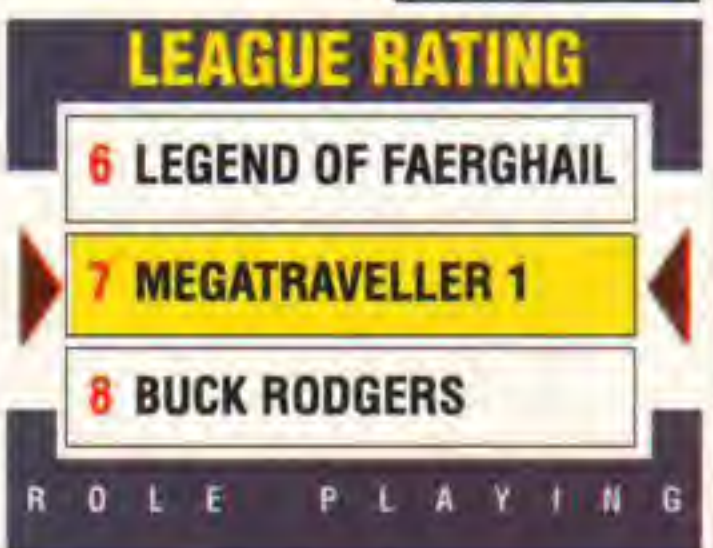
finance the trip you can carry cargo or passengers or even perform tasks for the Travellers' Aid Society. Along the way you may encounter pirates that you will have to engage in combat.

If and when you manage to avert the war and defeat the Zhodani plan you can save your characters to disk. Future Megatraveller games will allow you to use your experienced characters, increasing their abilities over the years until they reach the status of God.

OVERALL  
SCORE  
81%



Back through the mists of time I recall playing the original Traveller and here I am now with the very latest computer version. The game has translated between the formats very well and the atmosphere and attraction of the original still remains (including the big pile of guns). Easier accessibility and improved graphics would have helped newcomers to appreciate the system but that aside I have no real complaints. Recommended for veterans of the original game and role-playing junkies in general.



Although you start in the Efate system, at some point you will have to move on to new systems. After leaving the star port and moving into clear space you can engage the warp drives. Don't forget to get them repaired though.



Creating a character can be a fairly complex operation. The past life of every character is roughly mapped out and the statistics are determined from this. Age, money and misfortune all affect the final result. If you push your luck too far you can suffer a serious mishap, such as being crippled in an accident.

The people you meet in a bar eh - There you are sitting down having a quiet drink when in storms some dame. She starts screaming and shouting at you and insists that you all run off to save the universe! No chance you think, until she mentions the magic word - money. So off you trot to become a hero and increase your bank balance.



To move around buildings and the planet's surface all you have to do is point where you want to go and click. All terrain vehicles allow you to manoeuvre over rough terrain with ease. To converse with other characters just walk up to them and hope they have something interesting to say.



When you begin the game your characters will have little armour or equipment. The first thing to do is grab some cash and spend, spend, spend. The list of equipment is enormous but due to local laws and availability restrictions not all of it is available all the time.







SPORT SIM



You have grown up watching the competitions on the Holo-Vid and you know all the great Stormballers. What is Dan Trent's weight? Easy, 200 pounds. You know it all. And ever since you played in the novice leagues you have dreamt of competing in the real thing. Now is your big chance.

The spotlights are bright in your eyes and the sound from the cheering crowd deafens you. As you walk into the Stormball arena for your very first league game your stomach becomes knotted. You've got a right to be nervous, this is the national sport.

Stormball is the sport of the future. Two space age gladiators face each other in an arena and compete to build up the highest points total before the timer for the fourth quarter expires. The victor will gain money and league points, all of which improve his national rating. At the end of the season the competitor with the highest rating is declared champion and the whole world is allowed to worship at his feet.

Each competitor stands on a small hovering disc which you can guide using the joystick. A steel

ball bounces around the arena at waist height just waiting to be grabbed. When you get hold of the ball you have a short period to manoeuvre yourself into an advantageous position before throwing the ball into your opponent's half of the arena.

Stormball has no goals and you do not get points for maiming your opponent. Instead the arena is constructed from a vast number of coloured tiles. Some of these have a bonuses integrated into them. To gain points simply throw the ball over the tiles and you can score from 20 to 500 in a single throw. Special tiles will stun your opponent, pause the clock, give you a cash bonus or double your points when you hit them.

This all sounds simple until you realise that the other guy is doing the same thing and that you also have to block his shots. You have to plan your own shots while keeping in a position to block your opponents shots. The top Stormballers are strong in both offensive and defensive moves. Only the best all-round players will consistently win and climb to the top of the league.

OVERALL  
SCORE  
**81%**



Not only can you play on a basic rectangular pitch but also any configuration you can think of. The alleys form channels for the ball to bounce down and if filled with bonus squares you can just watch those points clock up.



(Above) In addition to making money from the game you can also take out bets with Shifty Dexter. You will be told of the odds for the match and, depending on the amount you are prepared to risk, the money you will win if victorious. (Inset) The league screen allows you to select which player to compete against next. Not only do you need a reasonable chance of winning but you must also pay the entry fee. Poor Stormballers soon slip into obscurity.



Points are scored by throwing the steel ball over bonus squares. The more squares you hit the more points you will score. With luck you can score thousands of points in a single throw. Strong and accurate throwing arm is your biggest asset.

A C T I O N I N F O									
									
<b>STORMBALL</b> <b>MILLENNIUM £25.53</b> <b>TEAM: CARRUTHERS/CHAPMAN</b>									

At last! Somebody has produced a future sports game and has resisted the temptation to do a Speedball clone. Although the background story is similar, the gameplay is completely different. At first, playing from the competitors' view point is a little confusing but practice makes perfect and you are soon enjoying the game. The league and two player mode increase the long term appeal as well as letting you prove that you are the best in your street. Well worth buying if you want a piece of the action.

#### LEAGUE RATING

- 22 PURPLE SATURN DAY
- 23 **STORMBALL**
- 24 ITALY 1990

S P O R T S I M



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The game is great and is bound to be a big seller. You buy a copy at your local shop and watch the game's chart rating soar! And of course *Games-X* is the only magazine to print all of the weekly charts exclusively compiled for us by Gallup.

5

**WEEKLY CHARTS**

1	▲	<b>TEENAGE MUTANT HERO TURTLES</b> Nintendo: NINTENDO Game Boy
2	▲	<b>ARMOUR-GEDDON</b> Nintendo: NINTENDO Game Boy
3	◆	<b>DIZZY COLLECTION</b> Nintendo: NINTENDO Game Boy
4	▼	<b>LEMMINGS</b> Nintendo: NINTENDO Game Boy
5	▲	<b>BIG BOX</b> Nintendo: NINTENDO Game Boy
6	★	<b>BACK TO THE FUTURE 2</b> Nintendo: NINTENDO Game Boy
7	▲	<b>MICKEY MOUSE</b> Nintendo: NINTENDO Game Boy
8	▲	<b>KILLING CLOUD</b> Nintendo: NINTENDO Game Boy
9	▼	<b>POWER UP</b> Nintendo: NINTENDO Game Boy
10	▼	<b>GODS</b> Nintendo: NINTENDO Game Boy
11	▼	<b>CHUCK ROCK</b> Nintendo: NINTENDO Game Boy
12	★	<b>ROBOCOP 2</b> Nintendo: NINTENDO Game Boy
13	▼	<b>PGA TOUR GOLF</b> Nintendo: NINTENDO Game Boy
14	▲	<b>VIZ</b> Nintendo: NINTENDO Game Boy
15	★	<b>HOLLYWOOD COLLECTION</b> Nintendo: NINTENDO Game Boy
16	▼	<b>SCI</b> Nintendo: NINTENDO Game Boy
17	◆	<b>SUPERCARS 2</b> Nintendo: NINTENDO Game Boy
18	★	<b>FINAL WHISTLE</b> Nintendo: NINTENDO Game Boy
19	★	<b>SUPER MONACO GRAND PRIX</b> Nintendo: NINTENDO Game Boy
20	★	<b>MEGATRAVELLER</b> Nintendo: NINTENDO Game Boy

177H-22ND MAY 1991 GAMES-X

★ New Entry  
▲ Climber  
◆ Non-mover  
▼ Faller  
★ Re-entry

Turn to page 22 for our specially compiled machine specific charts

## GAMES-X SCORING SYSTEM EXPLAINED!

Games-X uses a unique scoring system to rank games. The system is based on a combination of factors including the game's popularity, critical acclaim, and the quality of its graphics and sound. The scoring system is designed to provide a fair and accurate ranking of games, allowing readers to make informed decisions about which games to purchase.



## MERCs

**Gameplay: 15/100**  
**Usability: 10/100**  
**Presentation: 10/100**

**RELEASE INFO**

177H-22ND MAY 1991 GAMES-X 13

## MERCs FACT FILE

**RELEASE INFO**

177H-22ND MAY 1991 GAMES-X 13

By now it's becoming obvious that *Games-X* is the mag to watch for 'firsts'. So it is of no surprise when GX prints the first review of this game you've been following - the monthlies can only lamely follow weeks later.

## BRAT PLAYER'S GUIDE



You've bought the game but it really is difficult. What you need is a friendly player's guide to help you in your quest. No problem because one week later *Games-X* prints the definitive guide complete with joined digital landscape and helpful annotations. Remember *Games-X* prints more pages of tips than any other games mag

6

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**WHICH IS THE BEST?**

STORMBALL p.19  
TONY CROWTHER TELLS ALL p.35  
GALACTIC EMPIRE  
GO-GLOBAL - PREDATOR 2 p.44

OFFICIAL WEEKLY GALLUP CHARTS - ONLY IN GAMES-X

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Before you are thrown into the middle of the action you are given a quick run down. This one may sound simple enough, but believe me it's not.



Standing outside your HQ you try to decide which way you should go. I'm afraid you're just going to have to explore the island for the first few goes to find out where things are.

ARCADE ADVENTURE



Before the allied forces could raise a hand to do anything it was too late. Although the small group of islands didn't hold anything of real importance, nature had managed to place them strategically between our country and the enemy, and of course they had now decided to take the islands for themselves. The islands had been left neutral for years mainly due to the wild life that existed there, but we should have known better than to trust the other side.

Unfortunately the opposing forces are too well prepared now, and an assault from the sea would be vanquished easily. The only choice is for a undercover unit to be sent in to take out strategic positions. This is where you come in. Highly trained in undercover intelligence and sabotage warfare you have all the skills for the job. The fate of the islands and your

country depends on you.

Each mission begins with a pretty comprehensive briefing which will supply you with the information you will need to know. The briefings will tell you the various enemy positions as well as the low down on their artillery and movements. You will then be given your mission objective and



the time in which it must be completed, ranging from a few hours to a number of days.

Although you might start off with next to nothing to help you complete your mission there is an ample number of different things on the island that can be used. The enemy has a selection of vehicles which it uses to get to and fro, but

there's nothing to stop you from borrowing these vehicles and using them to your own ends. But don't forget that cars and lorries run on fuel, so if you're going to take one make sure you've got enough fuel to reach your destination.

There is also a large number of buildings on the island that have been constructed by the enemy. Most of these have at least one item in them which can aid you in

## TRAVERSING THE TERRAINS IN THE TRANSPORT



The truck's big and mean. If you run out of fuel in the jeep this will make a good replacement.



The jeep is fast and perfect for getting around in. You can also kill soldiers by running them over.



Not quite as good as the jeep. You'll never have to worry about the bicycle running out of fuel.



When it comes down to it the only transport you can really rely on is your good old feet.



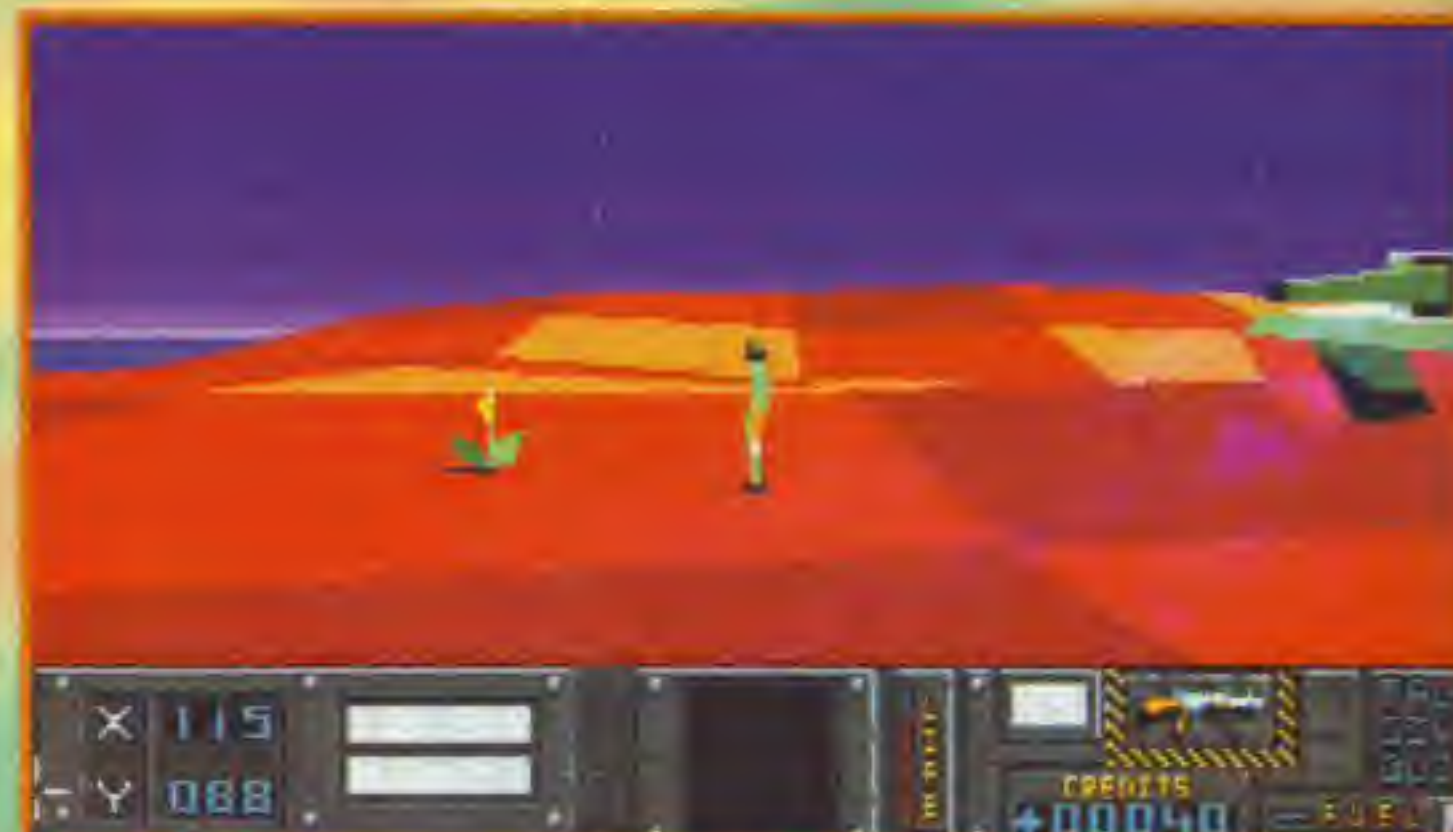
If you want to get to another island sometimes you're going to have to be prepared to get a little wet.



Now we're talking power. No-one messes with the tank, and if they are mad enough to then its gun will soon take them out.



Stepping inside a large hanger you find a rather tasty looking tank. Unfortunately, while you're in there another arrives outside and waits for you to emerge.



You aren't a total psychopath and in the midst of all the action you stop to sniff a beautiful flower before driving off to run down yet another enemy soldier.





A lovely little rabbit jumps around the landscape with his cute little tail bouncing away, and then all of a sudden a lunatic driver mows him down in cold blood.

our mission in some way or another. But not everything on the island has been put there by the enemy. Rabbits and ducks roam freely without a care in the world, or at least they used to.

Great care must be taken as you race around the island in your speeded up jeep or you might just smash one of the poor animals and consequently receive quite a heavy point reduction. Of course, if you've got a particularly vicious streak in you, you can even take a few shots at the seagulls that fly by every now and then.

But whatever you decide to do or do not you'll have to do it quickly because you're constantly working against the clock to complete your mission, and you won't get any sympathy from the hierarchy if you're late!

So put on your camo suit and go and kick some enemy butt before they kick yours.

OVERALL  
SCORE  
**89%**



In case the maps of the islands aren't detailed enough for you there are some handy viewing devices that can be found and then launched into the air to give you a bird's-eye view of the landscape.



Each time you collect an item it is popped into your inventory until you are ready to use it. There are plenty of empty slots so don't worry about getting overburdened.




D: When you stumble upon a building it's best to go inside and see if there's anything of importance. There's usually something to collect.



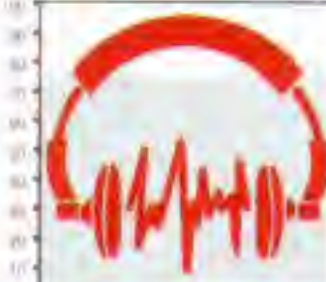
Inside one of the houses you come across a map of the surrounding islands. Once used it stays displayed on the screen so that you can see where you're going.

A C T I O N I N F O



# HUNTER

ACTIVISION £29.95  
TEAM: PAUL HOLMES



## LEAGUE RATING

4 CYBERCON III

5 HUNTER

6 CORPORATION

ARCADE ADVENTURE

If you thought you had seen some decent interactive fractal landscapes wait till you get a load of Hunter. The graphics are really good with quite a lot of detail but it's just so fast, and when you're in the jeep it's unbelievably fast. The game itself is brilliant as well, and it takes quite a while to search the whole landscape. Even the little things like the rabbits just begging to be run over add to the game. All in all Hunter is a tip top product that will sell a storm when it eventually hits the streets.

## THE HUNT FOR THE ACTION BUILDING

Hunter is far from an easy game to complete, but this is not totally down to the enemy forces. With only a little time to complete your mission you have to search a very large group of islands that hold all sorts of different things.

What we want you to do for us is design a map of the Amiga Action building (complete with our desks in their tiny little cells with no windows) and what you think it should look like. Try to be imaginative, and considering that we're the ones who have to choose the winner of this amazing game try to make them a little (or a lot) humorous.

The winner will receive a copy of Hunter when it's released and fame by having his or her name printed in the famous And Finally column along with the other members of the team who are having the mickey taken out of them left, right and centre.

Send your entries to: Amiga Action Hunter Compo, Europa House, Adlington Park, Macclesfield, Cheshire, SK10 4NP.



A huge artillery gun is positioned on top of the hill shooting at any vehicles that you happen to drive too close to it. The quicker you get rid of this the better.



# Win a Honda Cub!

This must be the most advanced off-road bike there is! It's automatic, so it's easy to ride, and its lightweight design and futuristic styling make it stand out from the crowd! The Cub would cost you £1800 to buy, but we're giving one away!!



**0898 224861**

# Win a Honda MT 50S Moped!



The MT50S Honda is the best bike for any 16 year old who wants to hit the road in style!! It has an air-cooled 49cc 2-stroke engine and a Motocross style frame, seat and tank! To buy it you'd have to pay £1300, but 1 phone call and it could be yours!

**0898 224862**

# Win a Kawasaki JS440 Jetski!



The Kawasaki JS440 is one of the best Jetskis you can buy at a cool £2500, but you could win one!! Jetskiing is going to be the trendy sport of this Summer, and you could be there first with our brilliant competition!!

**0898 224862**

# Win a SIMPSONS Pinball Machine!

This Pinball is no under-achiever, it's a Simpsons game! Yup, people all over the country have been flipping over this machine, the biggest pinball craze in years! And if you fancy pocketing this £2500 prize, then just get on the ball and call the number shown below!!

**0898 224861**





# Don't be a dinosaur. Treat yourself to a subscription to Amiga Action



Chomping down to the local newsagent's cave each month to get a copy of your favourite Amiga magazine can be a bit of a drag. Why not have it delivered by the post office pterodactyl – before the newsy even sees it?

Just fill in the coupon below and we'll do the rest, all for the bargain price of £24! And there's more . . . Core Design's Chuck Rock is also up for grabs as a freebie if you take up the offer.

Or, if you prefer the challenge of mindless shoot'em-up you can opt for Palace's exciting Metal Mutant instead.

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**Select appropriate box**

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# TECH → SPEC



Firstly you'll need a blank disk. To format it simply click once on the disk icon

and then highlight and release the disk icon which you'll find in the Workbench pull downs. Now simply follow the on screen prompts until the process is complete.

The next job is to install the OS. To do this open a Shell window and type: Install then df0:.

Next we'll add the essential directories. To do this we'll first create them in RAM and then transfer the lot to the destination disk later. Using this method means there's a lot less disk swapping to be done for those of us with single drives.

Now, using the same shell window type: cd ram: which simply changes the Current Directory.

Now type: Mkdir s and press Return. Follow this same procedure for the Devs, L, Libs and c directories. If you now type: dir the fresh list of directories will appear. OK now we've been created it's time to add the files.

All the required files are available from your Workbench

disk so you can simply copy them across from the same directories on your system disk.

To do this type: cd df0: to change back to the root directory of your Workbench. Now type: cd followed by the the name of a directory you want to copy files, example: cd libs: and press Return. Now type: copy "filename" to ram:libs/.

All the necessary files can be copied using this method. Each file and its destination is listed in the Names and places panel.

When a particular directory has all the required files type: cd / and Return. This will take you one step up the directory tree and back to the root directory of the Workbench.

To be on the safe side it's a good idea to check each of your new directories contain the correct files before you start to fill the text.

As you know doubt remember checking the contents is a simple matter of typing dir while you're in the appropriate directory.

new startup-sequence will now be added to the s directory in the RAM disk.

Then finally we'll copy the new directories to your blank disk. To do this cd to the RAM disk once more and type: Copy ? to df0:. This will copy everything from RAM to your new disk.

You'll find three unwanted files will also have been copied. To remove them type: cd df0: and Return followed by: delete "filename".

If you now reboot your machine you'll find it autoboots perfectly. If it doesn't check everything is in the right place and make sure that any extra files required by the programs are present.

As promised in last month's column this time Paul Austin explains how to make an autobooting disk. In a matter of minutes it's a doddle, so do it!

## NAMES AND PLACES

### c directory loadwb

If you want to use icons and pull downs you'll need this to do it.

### endcli

This is used to close the Amiga-DOS window which is opened by the startup-sequence.

### Program of your choice

If you want a particular program to auto load without a Workbench screen the program itself must be present in the c directory and its "name" has to be added to the startup-sequence.

### Devs directory system-configuration

This simply contains the information for the screen colours and the mouse pointer. If you have a favourite pointer simply

copy it to your creation.

### I directory Disk Validator

If the programs you're using ever write to a disk the validator is an essential as it checks the validation of your precious data as it is written to disk.

### Libs

#### Icon library

If you're going to work in a Workbench environment you must have this file to enable any icons to be displayed on screen.

#### Info library

If the Info library's missing you won't be able to examine the info files for the programs on the disk. As a result you couldn't alter their tool types which you may need to do to use them.

## STYLISING YOUR STARTUP

### The startup-sequence

The s directory is the only one left empty. To fill it type: cd ram:s/ hit Return and then type: ed startup-sequence and Return.

When the screen appears type either A or B:

A "Filename" or B loadwb  
endcli endcli

Option A is for those of you using a single autobooting program.

Option B is for those who want to use a Workbench and icon environment.

When complete hit the Esc key followed by x and Return. The

```
Ed 1.14
c:SetPatch >WIL: patch system functions
Addbuffers df0: 18
cd c:
echo "Amiga Workbench Disk (UN). Release 1.3.2 version 39.28"
Sys:System/FastMemFirst ; move C00000 memory to last in list
BindDrivers
SetClock load ;load system time from real time clock (A1000 owners should
replace the SetClock load with Date
FF >WIL: -B ;speed up Text
resident CLI L:Shell-Seg SYSTEM pure add; activate Shell
resident c:Execute pure
mount newcon:

failat 11
run execute s:StartupII ;This lets resident be used for rest of script
wait >WIL: 5 mins ;wait for StartupII to complete (will signal when done)

Sys:System/SetMap gb ;Activate the (/)* on keypad
path ram: c: sys:utilities sys:system s: sys:prefs add ;set path for Workbench
loadwb delay ;wait for inhibit to end before continuing
endcli >WIL:
```

All this complexity can become a thing of the past with a designer disk.

Well that's about all space will allow for this month.

Next time I'll be taking a closer look at info files and some of the added extras that many programs need.

If you're absolutely sick of clicking on icons that do nothing more than flash and throw up an error, next month's column will be a must.

Until then, bye for now...



# Late Kick Off

There was quite an overflow of games this month as you can see, but none of them managed to slip through our fingers and you'll see full reviews of them in next month's issue. But until then here are a few of the good and bad points of the games to keep you going. So without more a do here they are and see you next month for another load of scrummy games.



## DISC LORICEL — £25.99

It has taken months of solid training to prepare yourself, but now the time has finally arrived. You are now ready to enter the Disc arena and battle against the Gladiators of the 3rd millennium. Equipped with only your disc and helmet you will be fighting to reach the top and become the greatest gladiator of all time.

If you've ever seen Walt Disney's Tron you will know what sort of game to expect. Playing the part of a young novice gladiator you will challenge the many Disc opponents in an attempt to win this game.

### HOME

- Free frisbee with each game
- Compulsive gameplay
- Two player option

### AWAY

- Little variation



## WONDERLAND VIRGIN MASTERTRONIC — £30.64

Lewis Carroll's imaginative story, Alice in Wonderland, is known by everybody, but up until now you could only read about the marvellous splendour of the mythical land. However, you can now enter this exciting kingdom and roam its many places thanks to the skilled team of

programmers at Magnetic Scrolls.

Many times before Magnetic Scrolls have proved that they are by far the best at creating text adventures, but it has been quite a while since their last batch of adventures. But if previous products like the Pawn are anything to go by, this game should be something rave about.

### HOME

- Atmospheric, attractive graphics
- A really in-depth adventure

### AWAY

- Adventures don't appeal to everyone
- Requires one meg



## SUPER SKWEEK LORICEL — £25.99

Do you remember Skweek, that adorable little bundle of fur who made his debut appearance on your screens just over two years ago? Well, he's back and this time he's brought his friend.

In the same kind of arcade action as before, you must control Skweek as he makes his way around 225 fun and danger packed levels. But if this isn't enough you can generate millions more thanks to a handy in-built level designer. More importantly, will you be able to complete the 225 provided and save all the cute Skweekettes?

### HOME

- Cutesy graphics
- Level designer provides endless pleasure

### AWAY

- Nothing



## CADAVER: THE PAYOFF RENEGADE — £14.99

A lone knight was hired to carry out a task, a task filled with danger. But his risk would be well paid. He has completed his mission and now wants his reward but the people who hired him have gone. He wants his money, and when he finds them they'd better have it ready.

Cadaver: The Payoff continues the story of the original after the hero has completed his mission. Unfortunately his adventuring days are not over and to receive his reward he must hunt down his employers in yet another four levels of this cryptic game.

### HOME

- A definite for all Cadaver fans
- Hard puzzles that pose quite a challenge

### AWAY

- Maybe too similar to the original
- Requires Cadaver to play
- Only for people who've played Cadaver



## WRECKERS AUDIOGENIC — £24.99

They're here – and they're hungry, and it's your space station that's going to be the main course. The only people who can stop this tragedy and save the space station they are living on at this very second, are three of the most useless officers in the fleet. Get your Plasmicide spray gun at the ready and prepare to kick slime!

In this eight way scrolling 3D isometric game you must save the besieged station from the slimy invaders before they digest everything that does and doesn't move. You will need to learn your way around the station if you're to last very long and use each of the three officers at your disposal. Can you overcome the mega slimy aliens from the other side of the galaxy, or will you just end up as just another slime sandwich?

### HOME

- Good music and FX
- Varied gameplay

### AWAY

- Extremely awkward controls



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In the year 2200 AD a gigantic asteroid collided with the planet earth causing enormous devastation. All the human life on the planet was wiped out and if it hadn't been for a few scientists doing research work on the moon, the human race would have been extinguished forever.

These few people set about colonising the various other planets in the solar system and had all the necessary resources sent back to them so that they could cleanse the earth and make it possible to live on. Their task is now finished but the Earth still needs a lot more help, and this is where Deutoros starts.

### HOME

- Beautiful graphics and sound
- Addictive strategic gameplay

### AWAY

- None



## TOKI OCEAN — £24.99

After some acclaim in the arcades it was a cert that it was only a matter of time before Toki was snatched up and ported onto the home computer, and of course it had to be Ocean. Late

Ocean haven't exactly had a good name and most of their products have been receiving rather lower marks than you might expect.

But with all that said Toki does look and play very well, and is almost identical to the arcade version. In the game you control a prince who has had his princess kidnapped by an evil wizard who has also turned him into an ape. Interesting eh!

### HOME

- Near perfect arcade conversion
- Top rate graphics and sound
- Six levels of great gameplay

### AWAY

- None



## FULL CONTACT TEAM 17 — £9.95

(In a oriental accent...) You are the chosen one. For many years you have trained with your masters to become the ultimate warrior and earn honour by triumphing over the many evil powers that roam the lands. So go forth young one and prove your worth.

Team 17 have said they only intend to produce games that run on one meg Amigas (although Full Contact will run on a normal 512K Amiga) which should mean we're in for some pretty tasty stuff. Hopefully this will mean that the following games should be better than this rather poor attempt.

Full Contact doesn't really look like the sort of game that you would expect on a 16-bit machine and has very little to offer. The graphics aren't too bad, but the animation is appalling and not up to the standards of today.

Thankfully the sound FX and music are quite good and really put you into the centre of the action. Full Contact doesn't raise much hope if the following products' gameplay are of the same standard.

### HOME

- Nicely drawn graphics

### AWAY

- Poor animation
- Tedious gameplay



## PROFLIGHT HISOFT — £39.95

ProFlight simulates a Panavia Tornado, the fastest aircraft in the world at ground level (Mach 1.2) and one of the fastest at any level (Mach 2.2 at altitude). It can climb to 30,000ft in less than two minutes from brake release, and by using advanced wing technology, it can also fly at low speeds. It has one of the most sophisticated weapons systems in the world and has a true multi-role capability.

Now, thanks to HiSoft you can fly the Panavia and experience the thrills of its unique high-speed combat. Can you withstand the challenge?

### HOME

- Very fast 3D and screen update
- Very accurate simulation
- Excellently written manual

### AWAY

- Presentation a little poor



## ARNHEM CCS — £19.95

It was Montgomery's plan to smash the Nazi occupation of Holland thereby opening the door to Berlin and ending the war. Three Allied airborne divisions were dropped behind enemy lines to capture vital bridges for the advancing Allied forces. Can the allies succeed or is the bridge at Arnhem a bridge too far?

Experience the bitter conflict of this 1944 battle in five historically accurate scenarios. Programmed by R.T.Smith the author of many 8-bit classics. Arnhem should turn out to be a top rate game that should bring back many a memory and appeal to all strategy game fans. Check it out next month.

### HOME

- Historically accurate
- Clear and concise graphics
- Atmospheric sound effects

### AWAY

- None



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# AND FINALLY...

## A COMPO EXTENSION

If you have read the Readme file contained on one of the coverdisks you will have noticed that we have extended the demos competition for another two months. The reason for this is that there are a great deal of home grown demos just arriving. It is obvious that we initially did not give enough time for you to create your masterpieces so we have extended the closing date.

The competition was run in the

February 91 issue in conjunction with CYB Computers in Surrey. In this And Finally article we present some of the entrants' demos just to show you the quality of the stuff we've had in.

Obviously we have not been able to show all the entries as some of them are music demos and graphically have nothing to show. But all of them are of a very high standard.



Anne-Marie Kellar



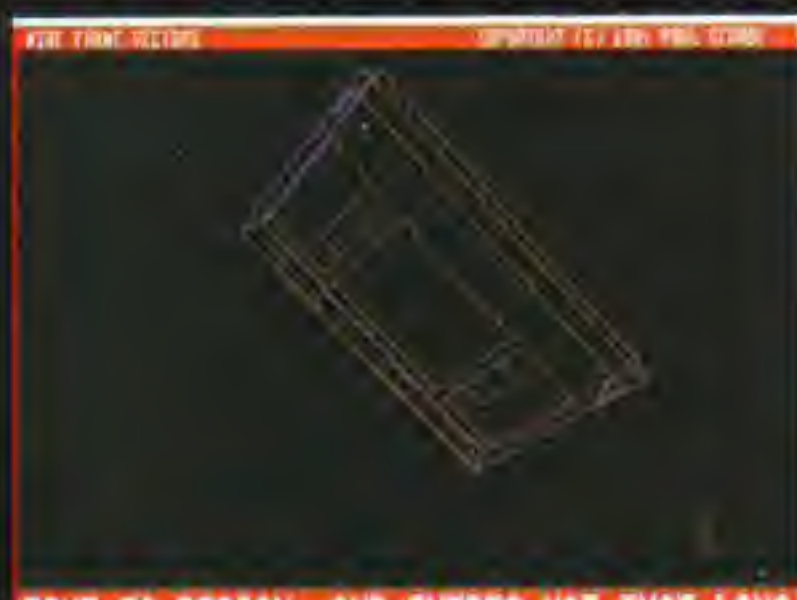
Seamus Slater



Chris Foote



Gordon Smith



TIME TO DESIGN. AND THERES NOT THAT LONG!

P. George



Lewis Cressey

## YET ANOTHER BANKRUPTCY!

We dedicate this article to Nikki Taylor of the advertising department. Worldwide Software have gone bankrupt and that's a fact. If you have any enquiries you can write to them at: The Official Receiver's Office, Severns House, 20 Middle Pavement, Nottingham, NG1 7EP.

Please do not try and phone them as no one will be answering.

## SETTLING THE SCORE

At last we have finally collated all the overall score questionnaires. The general consensus was that the overall score should stay. However, we must state that each score mark is applicable only to the software reviewed within that particular issue. Some might think of this as being inconsistent but as attitudes in the software industry change from month to month we believe it is justified.

As an example, a game in the shoot 'em-up league could score 80% and hit the number 6 spot. In the next month a game of the same genre could be scored at 80% also but hit the number 4 spot. Therefore it is the league listings that have the final say to the position of games and not the overall percentage score.

OVERALL  
SCORE  
**99%**

## LET'S PLAY A GOOD OL' GAME OF SNAP

We at Amiga Action believe that our magazine can justifiably be titled an Amiga specific publication. Now, there are plenty of so-called rival mags but most of them suffer from one thing and that is they will use any version of a game (be it ST or PC) to try and beat rivals to reviews and features.

Obviously, you the public are blind to this but it is a common occurrence. One such mag scans in pictures from

rival magazines pages and uses them in its own editorial. Another actually produces an ST and Amiga magazine that are exactly identical to each other in every way. How can this be justified when the Amiga and ST are so different? This particular publisher is ripping off the gamesplaying public to make a quick buck but the con is so obvious that it won't be long before people start complaining. It's a disgrace!

## THE SECRET'S OUT

You may have noticed that we mentioned that the Boggit is writing a book about one of his adventures. We can now verify this fact and give you a little more information.

The story tells of the Boggit and a young boy who befriend each other and set off into the Great Wood in search of adventure and danger. The story is totally true and if you don't believe us you can ask the Boggit himself, although don't expect to come out alive. Disbelievers keep out!

About a third of the book has already been written and should be finished in time for Christmas. Perhaps we could do a subscriptions offer? Who knows? We'll think of something.

## CREATED BY...

Interactive Publishing Ltd, Adlington Park, Macclesfield, Cheshire, SK10 4NP  
Tel (0625) 878888 Fax (0625) 879966

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Watch out for the August Issue.  
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